PLAYSTATION • NINTENDO 64 • DREAMCAST • PC • NEOGEO POCKET COLOR • ARCADE • ANIME

GAMEFAN

THE LAST TRUE ENTHUSIAST MAGAZINE



World Exclusive
Turok 3
The Last Great N64 Game?

First Hands-On Reports:
Square's Vagrant Story
Metal Gear Solid and Parasite Eve Outdone?

Ecco the Dolphin
on Dreamcast
The Other Dolphin Comes Out of Hiding!

Shen Mue
First Impressions of SEGA's Masterpiece!

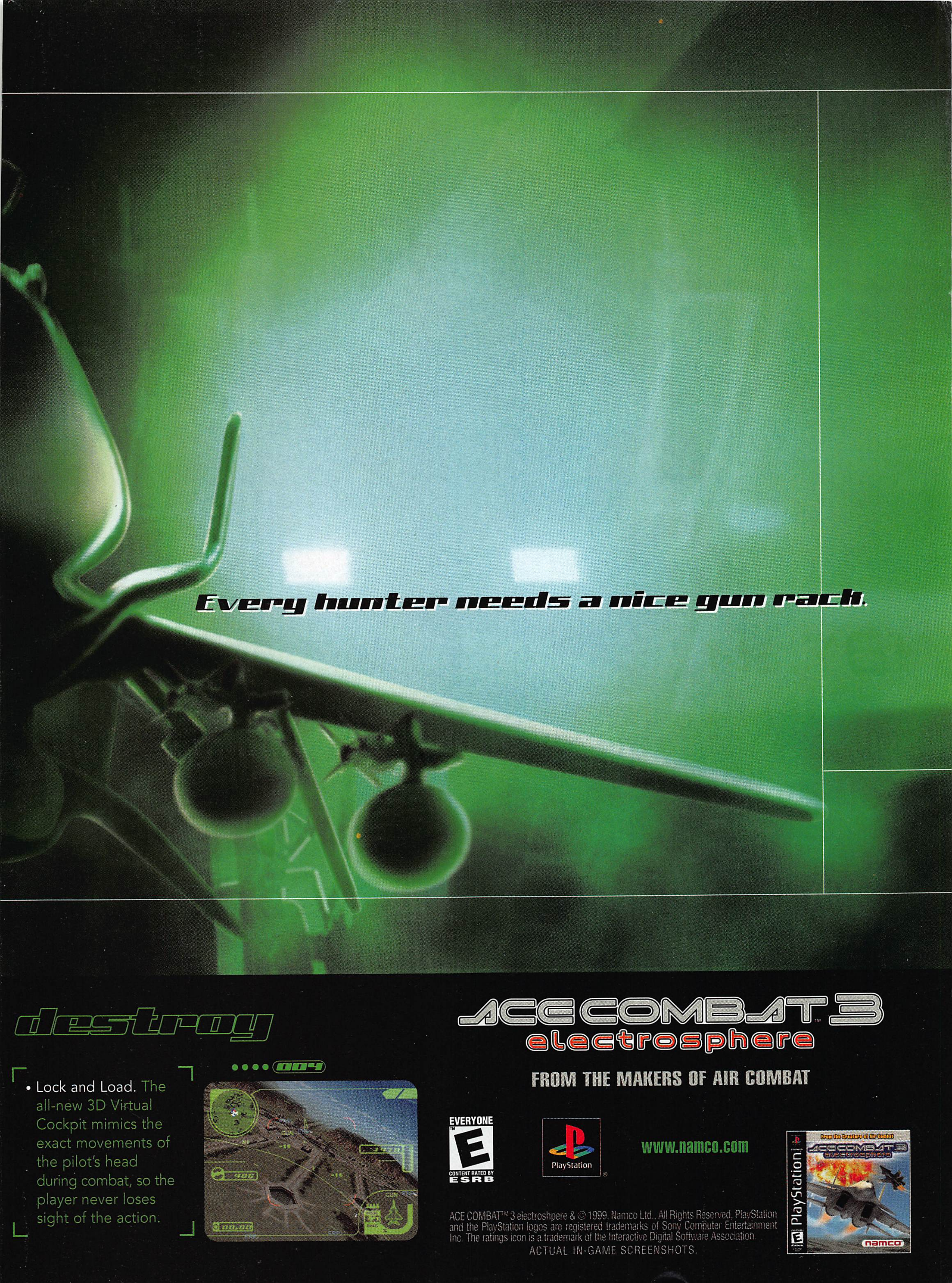
Munch's Oddysee
Is the 3rd Time the Charm for Oddworld?

Rockstar/DMA's
Wild Metal
Over-The-Top Multi-player Madness!

$5.99US $6.99CAN

03

0 71486 01185 9



Every hunter needs a nice gun rack.
destroy
• Lock and Load. The all-new 3D Virtual Cockpit mimics the exact movements of the pilot's head during combat, so the player never loses sight of the action.
004
ACE COMBAT 3
electrosphere
FROM THE MAKERS OF AIR COMBAT
EVERYONE
E
CONTENT RATED BY
ESRB
PlayStation
www.namco.com
ACE COMBAT™ 3 electroshpere & © 1999, Namco Ltd., All Rights Reserved. PlayStation and the PlayStation logos are registered trademarks of Sony Computer Entertainment Inc. The ratings icon is a trademark of the Interactive Digital Software Association.
ACTUAL IN-GAME SCREENSHOTS.
PlayStation
namco

MILLENNIUM IS HERE.

You may now exhale.



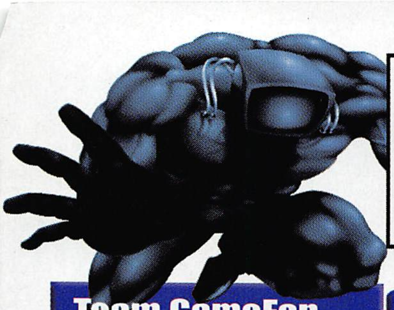
- RECIEVED THE HIGHEST HONOR AT JAPAN'S 1999 AMUSEMENT MACHINE SHOW.
- "EXPECT IT TO VISUALLY OUTSHINE AYTHING ELSE AVAILABLE ON THE SYSTEM... IT SHOULD OFFER WHAT NO OTHER 3D FIGHTER HAS BEFORE." *Next Gen 9/99*
- THE MOST ADVANCED 3D POLYGON TECHNOLOGY EVER.
- "DOA 2 IS CURRENTLY LOOKING AMAZING..." *Official Sega Dreamcast 9/99*

Purchase **Dead or Alive 2** and receive a limited edition holographic poster featuring the amazing warriors from the game.

1500 posters will be sent monthly to randomly selected applicants while supplies last. Simply write "Send me the poster" on the product reply card provided inside the game package and mail it to Tecmo. This offer may be terminated without prior notice.

TECMO®

www.tecmoinc.com



GAMEFAN

ED ZONE

Team GameFan

Editorial Department

EDITORIAL DIRECTOR
Eric Mylonas

EXECUTIVE EDITOR
Tyrone Rodriguez

THIRD PARTY LIAISON
Geoff Higgins

SENIOR EDITOR
George Ngo

ASSOCIATE EDITOR
Jason Weitzner

CODES/STRATEGY EDITOR
Anthony Chau

ANIME EDITOR
Eric Patterson

EUROPEAN CORRESPONDENT
Thomas Puha

COPY EDITOR
Sean Halliburton

CONTRIBUTING EDITORS
Kevin Deselms
Matt Van Stone
Rick Mears

Art Department

MANAGING ART DIRECTOR
Bruce Stockert

SENIOR ART DIRECTOR
Mike Wakamatsu

ASSOCIATE ART DIRECTOR
Kim Tran

Shinno Media

PRESIDENT
Jay Puryear

V.P. SALES/MARKETING
Brian Olshever

V.P. OPERATIONS
Jody Seltzer

RETAIL DISTRIBUTION
MCC
Irwin Billman
Ralph Perricelli

For advertising inquiries only:
Brian Olshever
(818) 676-1560/Fax: (818) 676-1569
E-Mail:bolshever@gamefan.com

BPA International Membership
Applied for November 1999

ISSN# 1092-7212

For subscription inquiries write to:
GameFan Magazine
P.O. Box 630
Sandy, TX 75755-0630
e-mail:subscriptions@gamefan.com

Instead of the standard monthly installment of inflammatory rhetoric that masquerades as Ed Zone, I've decided to take a more positive look at things this month (and I'll even try my best **not** to bash the Internet this month—yeah, I'm as shocked as you are). So what is this month's topic? Well, while I was going through and putting together my monthly Top Ten list, I ran into a problem that I haven't run into in the course of my tenure here at GameFan: Ten slots wasn't enough space to list all the games I wanted to include. Generally speaking, it's not easy to come up with ten games each month that you want to play at any great length; more often than not, my list of games peters out around number seven, and filler subsequently takes over. Not this month, however…

This month, it's an ugly little mess, as I need about twenty slots to make it complete without causing massive hemorrhaging. Suffice to say, there are games I didn't list that deserve mention, but simply won't fit. This is quite obviously a problem I wish I had every month. The big question is: Why all of a sudden have games gotten so bloody good?

The last time I had this good a time with video games was back in the heyday of 16-bit gaming, back when the Genesis, SNES and (import) Duo games took up all my spare time (and some that wasn't so spare). Not only were games graphically stunning at that point (finally hitting their 16-bit peak), but also they were some of the best ever crafted—even to this day. Then along came what many call the 'experimental' 32-bit age. With the advent of PlayStation, Saturn and (to a lesser extent) N64, designers and programmers had to come to grips with hardware that simply wasn't powerful enough to create completely earth-shattering experiences. Hell, when you're struggling to get an engine to run at 30 FPS when the typical, run-of-the-mill 16-bit title ran at 60 FPS, you're going to lose something on the game play side.

However, with coders finally dialing in the aging PS hardware and the N64 pumping out games that more resemble fully realized worlds, it's actually beginning to get really fun again. And with the advent of DC, it's quite clear that developers have got over the growing pains associated with the weaker platforms and are forging ahead into brave new territory, where games are not only beautiful beyond words, but play just as well as (in some cases, better than) the best 16-bit had to offer.

I, for one, will be glad to see the 32-bit age pass into obsolescence. Not that there weren't some incredible games; I'm just sure I'm not the only one that didn't have nearly as good a time as I once did with only 16 bits. Take comfort, though—after thumbing through this month's issue, it's clear that gaming is only going to get better and better.

While I normally abhor 'editorials' in the front of mags recounting what's going on in a current issue, I feel compelled to do just that this month, due to the staggering number of amazing titles we've managed to pack into this issue.

For starters, we have the latest chapter in what is perhaps the greatest saga ever to grace the N64 in Acclaim's *Turok 3* (can you say "world exclusive?"), courtesy of yours truly. While the rest of the world is prepping for PlayStation 2, Dolphin and Dreamcast development, Acclaim saw fit to bestow one last gem upon the N64 (exclusively, I might add). And while I might've liked to see it make its way onto DC, it's certainly not something we'll hold against it.

Next we've got the first hands-on playtime, with Square's *Vagrant Story* and Tecmo's *Deception 3,* two games that have kept Eggo up all hours of the day and night, just to bring you details of these incredible forces **first**.

Perhaps the biggest news is that we have the latest **playable** rev of SEGA Europe's absolutely mesmerizing *Ecco the Dolphin: Defender of the Future.* Needless to say, we're more than a little excited about this one, and I suspect a certain official mag might not be too happy to see its inclusion here.

To keep the theme of exclusive play tests going, we also have the first hands-on with DMA Design's *Wild Metal*—perhaps the best thing since *Worms: Armageddon* (and after that title received 'Game of the Month' two months in a row, that's saying a lot). Not only that, but we have a nice interview to complement our initial perusal.

To wrap things up, we have the first official look at *Oddworld Inhabitants' Munch's Oddysee*—currently GameFan's most highly anticipated PlayStation 2 work in progress (*Ridge Racer* who?).

To make a long story short, I think it's been a fairly solid month. Of course, now the trick is to keep it up...and we will. The gloves are off, and we're ready to really strut our stuff.

EM
Editorial Director
Eric Mylonas

GameFan (USPS 014-907) (ISSN 1092-7212) Volume 8 Issue 3 March 2000. Published monthly by Shinno Media Corp. 6301 DeSoto Avenue Unit E, Woodland Hills, CA 91367. One year subscription (12 issues) is $23.99 (U.S.), $49.99 (Canadian), $69.99 (Foreign). Please remit in U.S. funds only. Please allow 60 days for your first issue. Periodicals Postage Paid at Woodland Hills, CA and at additional mailing offices. POSTMASTER: Send change of address form to: GameFan, P.O. Box 630, Big Sandy, TX 75755-9811.

MADE IN THE USA



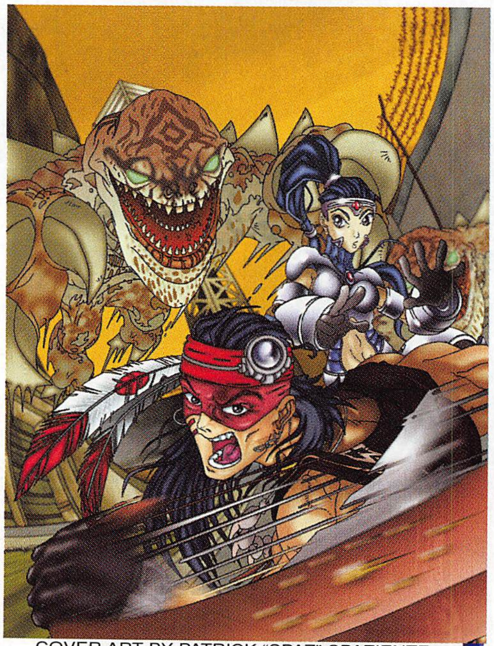
TEAM GAMEFAN


GAME BOY COLOR
POLARIS
SnoCross
COMING FEBRUARY 2000
GAME BOY COLOR
SEMIPRO
Frozen Falls
POLARIS
POLARIS
SnoCross
INCLUDES RUMBLE FEATURE!
GAME BOY COLOR
VATICAL ENTERTAINMENT
ONLY FOR GAME BOY COLOR
‣ ADVANCED SNOWMOBILE PHYSICS SYSTEM incorporating extreme slopes, banked turns, radical jumps, and even full blown half pipes.
‣ RUMBLE FEATURE lets you to feel the excitement on varying terrain such as mud pits, ice patches, and mogul fields.
‣ RACE on bumping and jumping SnoCross tracks, tight and winding cross country tracks, and even a speed demon oval.
‣ FULLY CUSTOMIZE YOUR SLED attributes before each race for optimal performance.
‣ Advance through THREE LEAGUES and TEN INTENSE TRACKS in tournament mode.
‣ BATTLE HEAD-TO-HEAD via the link cable.
‣ HARDCORE TECHNO SOUNDTRACK along with real voice playback.
© 1999 PUBLISHED UNDER LICENSE BY VATICAL ENTERTAINMENT. VATICAL ENTERTAINMENT VATICAL AND THE VATICAL V ARE REGISTERED TRADEMARKS OF VATICAL ENTERTAINMENT LLC.
POLARIS IS A TRADEMARK OF POLARIS INDUSTRIES, INC. ALL RIGHTS RESERVED.
SOFTWARE ©1999 VICARIOUS VISIONS, INC.
LICENSED BY NINTENDO. NINTENDO, GAME BOY, GAME BOY COLOR AND THE SEAL OF QUALITY ARE REGISTERED TRADEMARKS OF NINTENDO OF AMERICA INC. © 1989, 1999 NINTENDO OF AMERICA INC.
VATICAL™ ENTERTAINMENT
www.vatical.com

TABLE OF CONTENTS

Volume 8, Issue 3 March 2000

COVER STORY

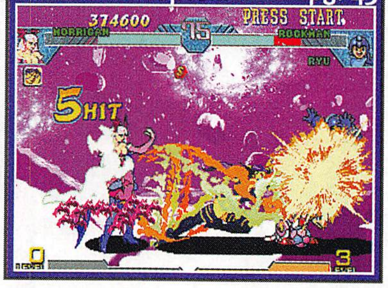


COVER ART BY PATRICK "SPAZ" SPAZIENTE

Gran Turismo 2 pg. 38



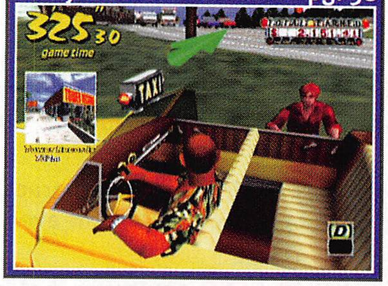
Marvel vs. Capcom pg. 43



Tarzan pg. 54



Crazy Taxi pg. 58



Virtual On 2 pg. 72



GAME INDEX



ARK Came!

CARRIER

If You Can Hear It... You're Already Dead!

ARK Saw!



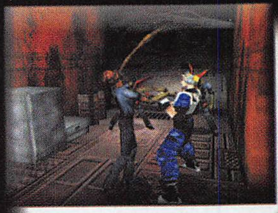
In the 21st Century terrorism reigns supreme in an ever eroding environment. Aboard the Heimdal Aircraft Carrier, survival is all that matters! It's a new world – savage, deadly, wasteland where you save whoever is still alive and to hell with the dead.

To control Earth, the Southern Cross bombs the Heimdal, setting free ARK – a prehistoric organism. ARK implants itself in humans making them hideous, monstrous drones that carry ARK seeds and infect others determined to eliminate ALL of humanity. ARK breeds, mutates, and insanely lusts for the end of human life.

Even if it looks human, it may be an ARK drone.

You are part of an elite unit chosen to isolate and destroy ARK on the Heimdal before it reaches land. You must blast your way through a gloomy labyrinth of hallways, flooded control rooms and security levels, battling sinister mutants, while gaining clues and power as you advance. You never know what's lurking in the murky water or around the next corner. Meanwhile, ARK is gaining power after attaching itself to the nuclear core of the Heimdal. Sheer wit and brute force are all that can save you.

ARK Got Its Ass Kicked!







JALECO

www.jaleco.com

Sega Dreamcast

RATING PENDING RP Log on to www.esrb.org or 1-800-771-3772 for more info. CONTENT RATED BY ESRB

TOP TEN MOST WANTED

March 2000

SHEN MUE

PUBLISHER: SEGA



READER'S TOP TEN

1) *Soul Calibur* - DC
2) *Sonic Adventure* - DC
3) *Final Fantasy VIII* - PS
4) *WWF Attitude* - DC
5) *Tony Hawk's Pro Skater* - PS
6) *Wrestlemania 2000* - N64
7) *RE3: Nemesis* - PS
8) *Gran Turismo 2* - PS
9) *NFL 2K* - DC
10) *Donkey Kong 64* - N64

SOUL CALIBUR



READER'S MOST WANTED

1) *Shen Mue* - DC
2) *RE: Code Veronica* - DC
3) *Dead or Alive 2* - DC
4) *Tekken Tag Tourn.* - PS2
5) *Legend of Dragoon* - PS
6) *Turok 3* - N64
7) *SNK vs. Capcom* - DC
8) *Zelda Gaiden* - N64
9) *Legend of Mana* - PS
10) *Grandia II* - DC

GAMEFAN EDITORS' TOP TEN

*IMPORT TITLE



1) *Crazy Taxi* - DC
2) *Dead or Alive 2* - Arcade
3) *Ecco the Dolphin* - DC
4) *Sonic Pocket* - NGPC
5) *Marvel vs. SNK* - NGPC
6) *Wild Metal* - DC
7) *Shadowman* - DC
8) *Munch's Oddysee* - PS2
9) *Rakugaki Showtime** - PS
10) *Alisia Dragoon* - Genesis



1) *Virtual On: OT** - DC
2) *Virtual On: OT** - DC
3) *Virtual On: OT** - DC
4) *Virtual On: OT** - DC
5) *Virtual On: OT** - DC
6) *Virtual On: OT** - DC
7) *Virtual On: OT** - DC
8) *Virtual On: OT** - DC
9) *Virtual On: OT** - DC
10) *Virtual On 2 v5.4* - Arcade



1) *Dance Dance Rev. 2nd mix** - PS
2) *SF EX 2 Plus** - PS
3) *Gran Turismo 2** - PS
4) *Vib-Ribbon** - PS
5) *Crash Team Racing* - PS
6) *SF Alpha 3* - DC
7) *Street Fighter III** - DC
8) *Virtual On: OT** - DC
9) *Vagrant Story** - PS
10) *Parasite Eve 2** - PS



1) *Legend of Dragoon** - PS
2) *Earthbound* - SNES
3) *Deception 3* - PS
4) *Virtual On: OT** - DC
5) *Soukyu Gurentai** - SS
6) *Harvest Moon* - SNES
7) *Team Buddies* - PS
8) *E.V.O.* - SNES
9) *Mickey's Castle of Illusion* - Genesis
10) *Impossible Mission* - Commodore64



1) *Bangaio** - DC
2) *Virtual On: OT** - DC
3) *Dead or Alive 2* - Arcade
4) *Crazy Taxi* - DC
5) *Street Fighter III** - DC
6) *Gran Turismo 2** - PS
7) *Macross Plus* - Arcade
8) *F1: World Grand Prix* - DC
9) *Star Gladiator 2* - DC
10) *Crash Team Racing* - PS



1) *EverQuest* - PC
2) *Worms: Armageddon* - PC
3) *Dead or Alive 2* - Arcade
4) *Hot Shots 2* - PS
5) *NBA 2K* - DC
6) *Age of Wonders* - PC
7) *NASCAR Rumble* - PS
8) *RE Code: Veronica* - DC
9) *Unreal Tournament* - PC
10) *Crazy Taxi* - DC

WIN

THE GAME SYSTEM OF YOUR CHOICE! ENTER TODAY!

All you have to do to enter the drawing is write down a list of your top 10 favorite games and the 10 games you want the most that aren't out yet, on a piece of paper or a postcard then send them to: GAMEFAN TOP TEN, 6301 DeSoto Ave., Suite E, Woodland Hills, CA 91367

First Prize: GameBoy Color

Second Prize: Your choice of one of the Picks of the Month in Viewpoint.

Third Prize: A FREE year of GameFan! The best magazine in the universe!

Congratulations to last month's winners:

First Prize:	Second Prize:	Third Prize:
Richard Reddell	Gerald Brown	Ramir Sharma
Hayward, CA	Pacifica, CA	Kansas City, MO

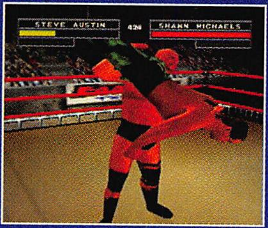
Drawing is limited to One (1) entry per person per month. Drawings will be held on the 21st of each month. The three (3) winners will be notified by mail and listed on this page. For a complete list of rules and regulations write: GameFan Top Ten with self-addressed & stamped envelope.

DEVELOPER'S TOP TEN

THIS MONTH'S GUEST:
MIKE ARCHER
PRODUCER, *ECW HARDCORE REVOLUTION*, ACCLAIM

1. *WWF Warzone* - PS
2. *All-Star Baseball* - N64
3. *Mortal Kombat* - Genesis
4. *Tomb Raider* - PS
5. *Tecmo Bowl* - NES
6. *Half-Life* - PC
7. *Resident Evil* - PS
8. *NFL Quarterback Club '98* - N64
9. *NBA Jam* - Genesis
10. *Turok: Dinosaur Hunter* - N64

WWF WARZONE



PUBLISHER: ACCLAIM

Sports games are always a welcome diversion, but nothing beats a good ol' ass beating with WWF Warzone. Another favorite is the once taboo and now classic Mortal Kombat on the Sega Genesis. Who can forget the notorious blood code that sent members of Congress into conniptions? Just remember, when in doubt think Acclaim.

PRODUCTIVITY KILLER OF THE MONTH



Dead or Alive 2 Cabinet

Height: 5.78 ft.
Weight: 600 lb.
Blood Type: AB
Special Abilities:
The Bounce

Our good friends at Tecmo were kind enough to let us borrow their *Dead or Alive 2* arcade machine recently. While this sounds like a great idea at first, you could literally see productivity in the office come to a screeching halt (granted, it doesn't take much to distract us from 'working') as soon as the cabinet arrived. You may have seen screenshots of the game, but seeing it move at a gorgeous 60 FPS is another thing entirely.

You don't need me to tell you that this is one of the best looking games out there. Perishable backgrounds... tag team combos... awesome character models... and that *Dead or Alive* bounce! OK, so 'the Bounce' has been toned down significantly from the first game, but that's because the developers wanted *DoA2* to be considered more a 'fighting game' than a gawkfest. Fortunately, their work has paid off, because *DoA2* certainly plays better than the original. There's a lot more skill required in doing the moves and counters in this stunning sequel.

Now, Tecmo, you've gotta take this machine back. You're ruining our capacity to work! But then, the Dreamcast version is coming, too. We are most certainly doomed!

This month in GameFan's BOX-O-FUN!

ECM Decoder Wheel

If you've been following our magazine for a while, you may have noticed that ECM doesn't... write like everyone else. Nay, while most youths were raised on a steady diet of Mtv and cartoons, ECM grew up reading *Dante's Inferno*, Frank Herbert's *Dune*, and countless fantasy novels (methinks it was *Dune* that pushed him over the brink). As a result of this, his vocabulary is a bit more... robust than the average layperson's. ECM has also taken it upon himself to resurrect the English language, one outdated word at a time. But since most are too lazy to use a dictionary, we've provided definitions for some of his more puzzling word choices...

über-: (prefix) ECM's word of choice recently; you won't even find it in the dictionary because it's German for "over" or "super," as in Friedrich Nietzsche's "Übermensch" (superman/overman).

wend: (vt) archaic way of saying to journey/travel.

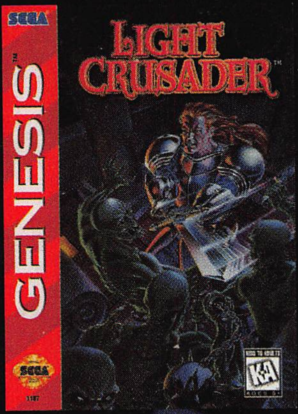
wont: (adj) to be accustomed. As in "Speaking in forked tongue, as ECM is wont to do..."

putrescence: (n) fancy way of saying "rot/decomposition." This word actually made a minor comeback, thanks to *Legacy of Kain: Blood Omen*'s bone-chilling voice-acting. Who doesn't remember the "Font! ...of Putrescence"?

CHICKEN OF THE MONTH

Light Crusader

While there were other candidates for Chicken of the Month, we felt this one deserved special mention... fan-based chicken. One day, Fury checked his e-mail, and amazingly enough, it wasn't empty! He found an e-mail (from a fan, no less) asking him if he wanted a free copy of *Light Crusader*. The e-mail closed with the parting words, "From one Treasure freak to another."



While you'd think Fury had every Treasure game known to man, sadly, he'd spilled hot wax from the wax cart on his previous copy of *Light Crusader*. So naturally he jumped on the opportunity to pick up this Treasure again. Later, Fury sent off an e-mail thanking his mysterious benefactor and wishing him a "Merry Christmas." The reply came back, "Happy Hannukah!" which really made him do a double-take. Wow! Could it be? Someone who pays close attention to the mag? Well, this is our way of giving back to the peeps. Thank you, Steve (the cheeseavenger of eBay). You certainly made Fury's day!

If you'd like to contribute to the Fury Fund for Treasure Games Without a Home, write to treasure-less@gamefan.com

SAUSAGE OF THE MONTH



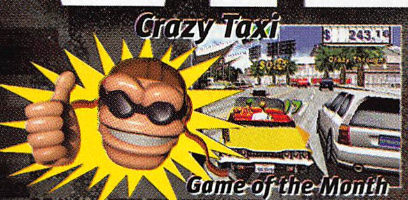
This month's Sausage Supreme is Margaret Opolski, hard-core gamer with an unhealthy fascination for all things Yoshitaka Amano. Art books, anime videos, trading cards... you name it and she has it, as long as it has a hint of Amano's patented art style on it.

Chances are you might have seen Margaret at geek-fests like the Anime Expo or the San Diego Comicon. She regularly attends these conventions in cos-play (i.e., fans dressing up as popular video game characters). Pictured here, she's in her Felicia outfit from *Darkstalkers*, and she's also dressed up as Tifa from *Final Fantasy VII*.



Would you like to see your picture published in GameFan? Then send it to us (via Posty's mailing address), along with a story of how you're hardcore, and then all the other sausages will forever look up to you!

VIEWPOINT











G — Graphics
C — Control
P — Play Mechanics
M — Music
O — Originality



Gran Turismo 2
PlayStation
SCEA
Racing
Reviewed page 38

ECM: Let me just say that if I'm going to play a racing game at all, it had better be a blazing arcade rocket... and *GT2* is about as far from that as blistering races go. I'm not a fan of the tune-it-up-and-go gameplay, nor am I a fan of the hellishly pixelated graphics that have seen no boost from the previous edition. The inclusion of the hack job rally levels only further cheapen the entire affair. I'm going back to play some more *Rage Racer* and so should you.

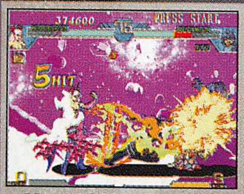
G 6 C 7 P 6 M 6 O 8 — **74**

Eggo: My two favorite PS racing series are *Ridge Racer* and *Gran Turismo*. Though the original's graphics didn't look this dated. Maybe *Sega Rally 2*, *Shin Ridge Racer*, and *Gran Turismo 2000* have changed the way I look at racing. But *GT2* still offers everything you could want from a sequel: more cars, tracks, and realistic driving. Hard-core *Turismo*-heads will also be happy to hear you can use crossover data from the first game!

G 7 C 9 P 9 M 8 O 7 — **91**

Fury: If you're a diehard racing fanatic, there really is no way you're going to hate *GT2*. I know the graphics leave much to be desired (especially compared to *CTR*) and many gamers would rather call it *GT1.5* than acknowledge it as a true sequel, but the level of realism in this game is beyond compare! I mean, what other console racer has everything from the S2000 GT1 edition to a Prelude SH <koff, koff>? Personally, I've got my money on *Gran Turismo 2000*.

G 7 C 10 P 8 M 8 O 5 — **90**



Marvel Vs. Capcom
PlayStation
Capcom
Fighting
Reviewed page 43

ECM: Well, Capcom can work minor miracles with the PS hardware nowadays (look at *SFA3* for proof) but the *Vs.* series of games simply doesn't work on the RAM-starved grey box. While the built-in crutch of taking away true tagging is an admirable attempt at keeping the game closer to its roots, sometimes you just gotta say "Why?" Me, I'm gonna go play this game on the JAMMA cabinet in yon corner the way it was meant to be...

G 6 C 7 P 6 M 6 O 8 — **74**

Eggo: Oh no... a "versus" in my *Street Fighter*? Do I have to? Interesting that Capcom just decided to scrap the tagging feature entirely. Instead, players now have unlimited helpers to call forth... This opens up many new doors for abuse. If you're into sick and twisted combos, this is the game for you (even more so on the PS version)! But if you're looking for a serious *Street Fighter*, try something like *Alpha 3* on for size.

G 7 C 7 P 5 M 7 O 3 — **69**

Fury: If you're a Capcom freak and all you've got at home is an aging PS, and oddly enough don't plan on purchasing a shiny new DC, your best and only bet is to purchase *MvC*. This game is far too fun to be ignored just because it doesn't look or play as well as the DC rev. Let's be realistic: For the PS this ain't all that bad, and Capcom added some nice (yet pixelated) *SFIII*-style close ups. And did I mention Strider Hiryu is playable?

G 7 C 8 P 7 M 7 O 8 — **81**



Romance of the 3 Kingdoms
PlayStation
Koei
Strategy/RPG
Reviewed page 42

ECM: I'm gonna have to agree with The Judge's 'in-mag' take on this one. While I've had great fun reunifying China on numerous occasions in the past (read "crushing the life out of the opposition"), it seems that Koei is running out of tricks. I don't want to make it sound like I'm into nothing but graphics and presentation, but this is getting OLD. While it still plays the same (and doesn't eat an entire RAM cart a la the Saturn rev) I think it's high time we got a graphic overhaul. Kessen anyone?

G 3 C 8 P 8 M 7 O 5 — **77**

Eggo: I have never understood the *Romance of the 3 Kingdoms* games. How could you fall in love with a series that is so dull, uninspired, and boring? If I want to play a strategy game, I'll play *Final Fantasy Tactics* on PlayStation, *Dragon Force* on Saturn, or even *StarCraft*... on N64! Just not this. Even if my well-meaning grandfather got me this for Christmas, I wouldn't open it. The only thing I'll be opening is my mouth in this yawn-fest.

G 4 C 5 P 4 M 6 O 5 — **53**

Fury: I never liked any of the past Romance of the 3 Kingdom titles and would absolutely love for the series to just end here...please, oh gaming gods, hear my cries! Graphics—bland, gameplay—boring... solution=buy a PC and enjoy any of the countless Sid Mieir games that I'm sure you'll find at your local EB in record numbers. Maybe, if there was something really new about the PS version I might just give it a go...or not.

G 6 C 5 P 4 M 5 O 5 — **54**



Tarzan
Nintendo 64
Activision
Platform
Reviewed page 54

ECM: The PlayStation version was good, despite the slightly dodgy control. However, the N64 rev looks better and plays better than its 32-bit forebearer. The nasty controller hiccup from the PS rev has gone the way of Cerberus' hygiene. The graphics are slightly lower res but much cleaner on the Big N's bread winner. Now if only *Tarzan* didn't have to slay the cute little jungle critters he's supposed to be looking out for...

G 7 C 8 P 8 M 6 O 6 — **84**

Eggo: Well, at least it's better than *Toy Story 2*... (the game! not the movie!). Compared to the PS, the N64 version has a cleaner, better looking Tarzan (when the camera zooms in from time to time, you'll really notice the improved character model). As far as cutesy platformers go, I'd probably still rather play *The Smurfs* on PlayStation before this. Tarzan's not bad, just a little lower on the game playing priority list than others.

G 7 C 7 P 6 M 6 O 7 — **81**

Cerberus: Tarzan on the N64 is a big improvement over the PS version. Why can't every N64 port come off this good? Surprisingly, and thankfully, control is noticeably better than its CD cousin. Upsides include the aforementioned control, cleaner overall look to gameplay and no load times. The only real downside I can think of is the music ain't CD-quality, but that's a small price to pay for a better game. Now where's our Tarzan on DC?

G 7 C 8 P 7 M 6 O 5 — **86**



Crazy Taxi
Dreamcast
Sega
Driving Action
Reviewed page 58

Fury: *Crazy Taxi* should easily settle any debates regarding which game company makes the best and most original arcade titles. Plain and simple, Sega wins by a landslide! But man, does it come with a hefty price... you try getting that Offspring song outta' your head. In fact, with the exception of a few Capcom titles, a rotting zombie and my boy in blue, DC games really don't get much better than this! But the big ? on my mind... Pizza Hut or KFC?

G 10 C 8 P 9 M 9 O 10 — **97**

Eggo: At first I thought this was just an arcade game... and then I went to New York and saw that people really drive like this. Causing chain reaction car accidents, nearly running over pedestrians, and jumping over cars... it's all in a day's work in *Crazy Taxi*. No question it's a fun game with great graphics and awesome music by *Offspring* and *Bad Religion*. But I don't think I'll be playing more than a few weeks, despite its surprising depth.

G 9 C 8 P 8 M 10 O 9 — **90**

Cerberus: As a kid, my parents would send me out into the world with only enough $ in my pocket to buy my starving family bread... too bad for them I'd spend it on games at Golfland. After playing *CT* at the Arcade and now on my DC, I'm about ready to go hungry again! Graphics, music, gameplay, originality, Pizza Hut—this games got it all, people, except for maybe a cab driver with blue hair. I can see it now: "Ex-GF Editor Mows Down 3 Pedestrians."

G 8 C 8 P 8 M 9 O 9 — **95**

Okay, so the visuals are on par with the PlayStation and N64, but that's not what this game is about. Play this for five minutes with a friend or two and you'll see how addictively fun it is. *Plasma Sword* is one of those games that's super easy to get into and fun to play. I wish Capcom would have poured a little more effort into improving the visuals, but there's so much here. It's not the most balanced fighter out there, but fun nonetheless.

G 6 C 9 P 9 M 9 O 8 — 88

I was a bit wary of *Plasma Sword* because I didn't care for *Star Gladiator*. But after playing it a while, I found myself having a lot of fun. Cerberus showed me the full thug tactics-potential for this game—nearly every character has a Plasma Field or special move which you can abuse till the round ends. It's fun taking advantage of the game's play mechanics, but because of that, I wouldn't classify *PS* as a serious fighting game.

G 7 C 8 P 8 M 7 O 7 — 86

Hey look, my Dreamcast does emulate PlayStation games! Capcom isn't having a good month, it seems. While this game would have been OK on PS, it's completely unacceptable on DC. What could have been the next coming of *Soul Calibur* (graphically) turns out to be nothing more than a hi-res cash-run. Add in the fact that the gameplay is less than engrossing (does anyone care about this series?) and you've got 'skip me' written all over the place.

G 6 C 5 P 5 M 6 O 5 — 69



Plasma Sword
Dreamcast
Capcom
Fighting
Reviewed page 60

I can't get into *Bangaio* on DC, not after playing it on the N64, anyway. Sure, it looks pretty, runs at a speedy rate and is by the makers of *Radiant Silvergun*, but my Treasure's been *Rakugaku Showtime* lately—let's see that on DC. I've never been much for solo shooters, except for maybe *Soldier Blade*. I get too much of a kick out of messing with another player by hogging the power-ups and what-not. A 2-player mode is something I'd like to see.

G 7 C 7 P 7 M 6 O 7 — 80

When I first heard about this game coming to DC, I was excited. Improved graphics, more special effects, DC music... but I forgot about the controller. It's like this whole game was designed around the oddity known as the N64 controller, and without one of those on your DC, the experience of flying one way and shooting the other just isn't the same. It's not as intuitive on the DC. But I applaud Treasure for not doing just a straight port.

G 9 C 6 P 8 M 8 O 9 — 88

What can I say; it's *Bangaio*. I loved the N64 rev and I love the DC rev. In fact, while the DC port is superior in nearly every way, it lacks in one key area—control. See, *Bangaio* was designed to work with the N64 pad from the outset, so it features perfect analog shooting action. The DC pad can't really cope with this kind of set-up so something is lost on the road to 128-bit. A few minor gameplay changes also affected the overall play of the title. Still, if you can't get the N64 version...

G 8 C 7 P 7 M 7 O 9 — 88



Bangaio
Dreamcast
ESP
Action
Reviewed page 84

Yukes, makers of *Soukaigi*, and *Evil Zone*; Yukes=bad games. *Berserk* is another mediocre game with above average graphics—and below average when compared to *Virtual On*. *Berserk* could have been great and would have been a perfect first generation release, but there's better stuff to spend your money on. Want something cool and out there? Well, this isn't it. You want a game that'll make you glad you bought a Dreamcast? Get *Maken X*.

G 6 C 7 P 6 M 9 O 8 — 73

While *Berserk* has a certain, neck-spraying, bloody appeal, the adrenaline rush wears thin after you mash enough buttons and the enemy's keep coming. Maybe if I were a fan of the series I'd be more interested in what's going on, but instead, *Berserk* falls into the 'play and forget' category. If you're looking for a game to lose yourself in after a bad day at work... or if you're the son of a serial murder... rent it and have some fun.

G 9 C 7 P 5 M 7 O 8 — 71

Egad! While it's clear ASCII spent A LOT of money on this title, it still isn't very good. While some (like Fury) will try to tell you it's all about theme, I'm gonna have to say it's all about gameplay and Berserk lacks that big-time. It's beautiful, make no mistake about that...but fun? Well, you'll enjoy all 2 hours of the button-mashing it's gonna take to beat it and then you'll never touch it again. Trust me. Still, the opening theme song is amazing...

G 10 C 7 P 5 M 7 O 8 — 73



Berserk
Dreamcast
ASCII
Action
Reviewed page 85

I usually don't like Simon Says dance games... But I can appreciate why young male gamers, specifically those undergoing some bodily changes (usually occurs around 13 yrs. old) will love this game—the female lead puts Lara Croft and her shapely features to shame! Thinking about buying this game? Just ask yourself one simple question—did you like *Parappa*? If so, and you're a fan of awesome character design, dig in.

G 9 C 9 P 6 M 8 O 8 — 84

Even though everyone calls me white, I **do** have rhythm, and because of that, I enjoy games like *Parappa*, *Bust-a-Groove*, and *SC5*. Yet another music game, this one boasts groovy Dreamcast graphics, loads of personality, and teeny-bopper music. Who cares that it's a glorified Simon Says? It's fun, and that's all that matters... although it helps if you have rhythm (I suspect that's why I've got naysayers on both sides o' me).

G 9 C 9 P 8 M 8 O 7 — 91

Oh lookie here...a dancing game. Quick, get me the roach spray. OK, so the music is nice, the chicks, err, well-modeled and it's got Michael Jackson (OK, that's not really a good thing) but when it all comes down to it, you either like these games or you don't. Cerberus loves them in all their stupidly cheesy glory, and I, well... hate them. The lack of on-screen cues is nice as it requires a little more skill to play, and it's fun to watch, but that's as far as it goes.

G 8 C 5 P 5 M 8 O 9 — 70



Space Channel 5
Dreamcast
Sega
Dance
Reviewed page 83

Like *Irritating Stick*, *VR* comes across as being far less of a game than a lesson in utter tedium. While I'll certainly give it points for originality, I've gotta raise the question—how long can you consecutively play this game without getting sooo freakin' bored, reading a book becomes an option. Yeah, the game's got a high replay value considering it changes depending on what music CD you load, but so what, heard of *Monster Rancher*?

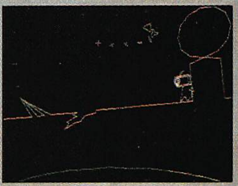
G 1 C 5 P 5 M 8 O 10 — 70

Online editor Angus called this game "borderline brilliant," and I can't think of a better assessment. *Vib-Ribbon* proves you don't need flashy graphics to make a great game. Just a little ingenuity, a simple play mechanic, and the CD-playing ability of the PlayStation. Why can't there be more games like *Vib-Ribbon* and *Monster Rancher* out there? Games which utilize your personal music library feature the ultimate customization.

G 1 C 9 P 8 M 10 O 10 — 89

What in the name of all that is holy is this?! Please somebody explain to me how anybody could like a 'game' like this. At heart, it's another dance and rhythm-type game...with zero gameplay. Yes, it's true: if you thought *Parappa*, *Lammy* and *Space Channel 5* were a little lacking in this dept. you haven't seen anything yet. Do yourself a favor and beat your head against a wall before purchasing this one—it may actually make it more fun.

G .5 C 3 P 1 M 8 O ? — 15



Vib-Ribbon
PlayStation
SCEI
Dance
Reviewed page 80

Unlike ECM over there, I never had to travel the Seven Seas to get a round of *Virtual On* goin'. Being that this DC conversion is arcade perfect (sans the cabinet) I don't have to make the 5 mile trip over to Golfland. It's stuff like this that sells me more and more on the Dreamcast—and, mind you, I'm more faithful to the PlayStation. Grab yourself a copy of this bad boy, two twin sticks, a link cable and a friends for some *Oratorio* action!

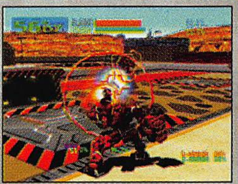
G 10 C 10 P 10 M 8 O 7 — 98

NFL2K used to be the best game on DC... until now. Even though Dango's my roommate and I can play his copy, I'm thinking about buying an import DC just so we can link and play this game full-screen. The pad's control is perfect, and the twin sticks are great as well. If you could experience just one round of edge-of-your-seat excitement, dodging a sea of missiles, launching salvos in return, and dashing for your life, you'd be a convert too.

G 10 C 10 P 10 M 9 O 9 — 99

I played the snot out of the original *Virtual On*. However, since I wasn't too keen on undertaking a pilgrimage of Mohammed-esque proportions to play the arcade rev of the second outing, I haven't played this one nearly as much. That being said, after playing the game for a week straight, I'm confident enough to say that this game beats the proverbial waste products out of the first. Now it's time to pray for a US release—are you listening, SEGA?

G 9 C 9 P 10 M 7 O 9 — 95

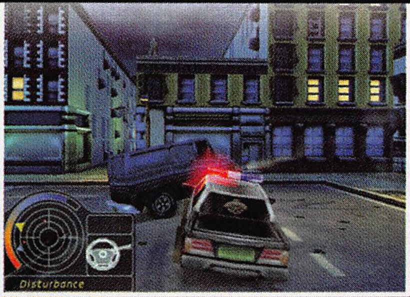


Virtual On 2
Dreamcast
Sega
Action
Reviewed page 72

URBAN CHAOS™

Darkness falls over the city. Not the kind of darkness that comes with the absence of light, but rather the absence of good. And while many prepare to naively celebrate the new millennium, a small mysterious cult, known as "The Fallen", prepares to fulfill the dark promise of an evil prophecy. Yet, left standing between these "Fallen" ones is a rookie cop and a disillusioned ex-cop.

One woman...one man...
one goal...survival.





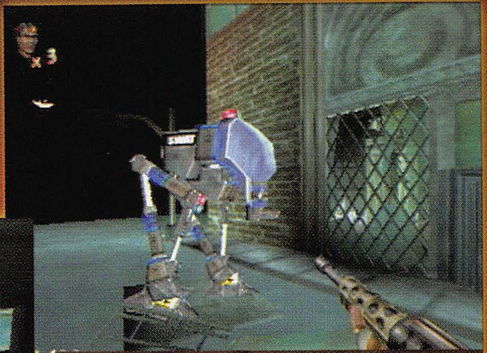
- Play 1 of 2 main characters - D'arci Stern - an agile, street-savvy female cop or Roper McIntyre - a mysterious ex-soldier.
- Multiple modes of combat. Engage in hand-to-hand fighting, heavy-weaponry face-offs, vehicle chases and building shoot-outs.
- Command a variety of vehicles. Take control of police cars, vans, motor-bikes, hang-gliders, ambulances, trains and helicopters.
- 3D volumetric fog, rain, snow, night and day simulation, wall-hugging shadows and real-time simulation of crashes enhance the atmosphere and action of the game.







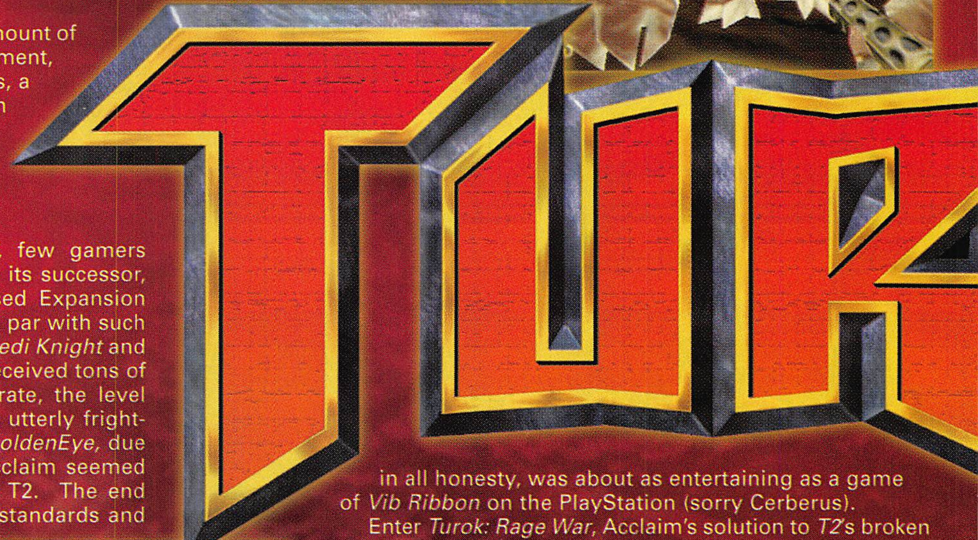
If you've followed the N64's career so far, its pretty obvious by now that outside of the big "N" itself (RARE included), there are really two main 3rd Party developers who can replicate that Nintendo in-house magic. Originally, there was only one—Acclaim. But after witnessing the beauty that is *Resident Evil 2* and its 512 Megs of ported insanity, I opted to add Capcom to the Fun Machine's wee list of premiere developers. Perhaps it's the massive Tommy Tallarico sized budgets that they can allocate to certain projects, or maybe Howard Lincoln's got family working at Acclaim? Either way, their games manage to shine like no other carts can... sad that we'll never see a TRULY blazing 64-bit version of *Castlevania, Quake, Earthworm Jim*, etc.







When the N64 first landed on U.S. shores, gamers looking for titles with a mature theme had to...well, look elsewhere. Not that games like *Mario 64* and *Wave Race* weren't incredible, but I longed for something not quite as tame. A game that I could really sink my teeth into and preferably, inflict a nice blood soaked wound in return. And then, forcing me to shake my noggin in disbelief, came *Turok: Dinosaur Hunter* and the start of the N64's sparse body count—seemingly one out of every twenty (or more) fruit filled N64 adventures manages to incorporate an adult oriented storyline and mature gameplay. Ignoring the ridiculous amount of fog, *Turok* graphically was quite an achievement, sporting lush polygonal jungle environments, a barrage of deadly weapons (it didn't get much better than melting the hide off the Campaigner with the Chronosceptor!) and thanks to the brilliant design of the N64 pad, finally a realistic control scheme for a console based first-person shooter.



While a *Turok* sequel was inevitable, few gamers expected the El Niño sized facelift given to its successor, *Seeds of Evil*. Utilizing the newly released Expansion Pack, *T2* presented a visual *tour de force* on par with such PC powerhouses at the time as LucasArts' *Jedi Knight* and id Software's *Quake II*. Though the game received tons of flak for the (inexcusable at times) frame rate, the level design and sheer scope of each stage was utterly frightening! But after the runaway success of *GoldenEye*, due mainly to its killer multiplayer features, Acclaim seemed intent on mimicking that same formula in T2. The end result was far from *GoldenEye*'s multiplay standards and in all honesty, was about as entertaining as a game of *Vib Ribbon* on the PlayStation (sorry Cerberus).

Enter *Turok: Rage War*, Acclaim's solution to *T2*'s broken multiplayer feature and what was originally speculated to be *Turok 3*. Utilizing *T2*'s expansive game engine, *Rage War* not only made up for any past shortcomings, but gave *GoldenEye* a serious run for its money. Awesome stages, godly weapons, clever enemy AI... this puppy had it all and then some! But alas, if you were searching for a true single player experience, you had better look elsewhere. Lucky for you, the crack team of designers at Acclaim Studios Austin is currently sweating blood and tears and putting in the long nights (hey, kinda sounds like a regular day at the GF office) to deliver—drum roll, please... ***Turok 3***.









Yes friends, while visiting a religious cult in Texas I managed to infiltrate Acclaim's highly secured office and bring you, our devoted readers the world exclusive on *Turok 3*. Posing as a Fed Ex courier, I slipped past the front desk having convinced the head receptionist I was in dire need of a bathroom. Peering over a cubicle (man they got it good there!), I recognized David Dienstbier, producer of *Turok 3*, going over some design documents for the upcoming installment. Luckily for me, I actually managed to secure one of my seventeen pairs of glasses and took a

FURY: I AM TUROK, SEQUEL HUNTER!	DEVELOPER - ACCLAIM STUDIOS AUSTIN	1-4 PLAYER
	PUBLISHER - ACCLAIM	AVAILABLE TBA

peak at the action. Here's what I found out: *T3* will feature over 20 adrenaline-soaked levels encompassing five unique environments. Unlike past *Turok* games, *T3* also features two playable characters, Danielle and Joseph. Depending on which player you choose, various levels will also play out through two separate paths. Fortunately, this time around, you'll actually be able to distinguish your path as the fog machine has been toned way down. But what about the frame rate issue you say... will gamers again opt to toss aside their gorgeously rendered RAM pack injected graphics in exchange for a managable frame rate? After some serious tweaking to the engine, the *T3* team expects a near constant 30 frames of heart pounding, gut wrenching, migraine inducing, cerebral bore action! And if it's a bit of the old eye candy your after, look to be dazzled beyond compare by *T3*'s visuals, which, in conjunction with the real time weather effects, helps to create a sickening level of realism. While I could easily ramble on all day about the list of additions, including multiplayer functions, storyline and gameplay highlights, I'll instead leave the goods to the blazing *T3* interview on the following pages... hey, Fed Ex guys can make friends too. **F**



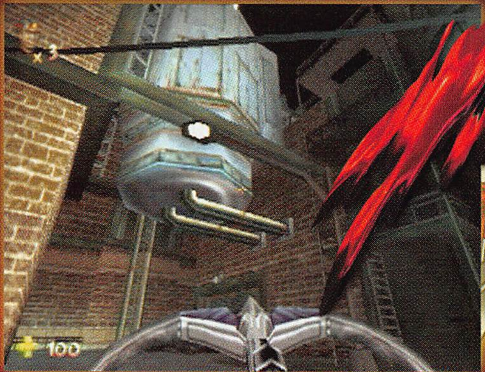






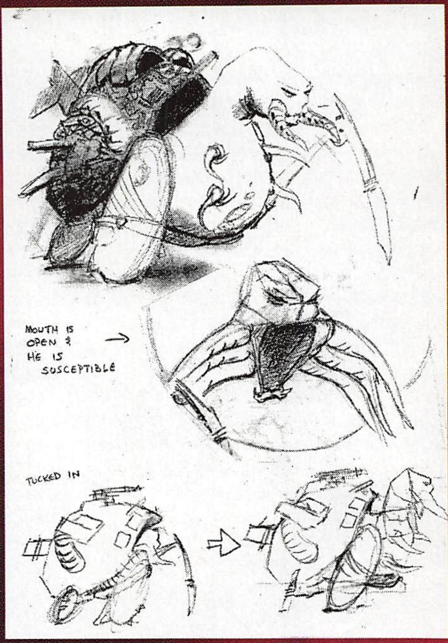




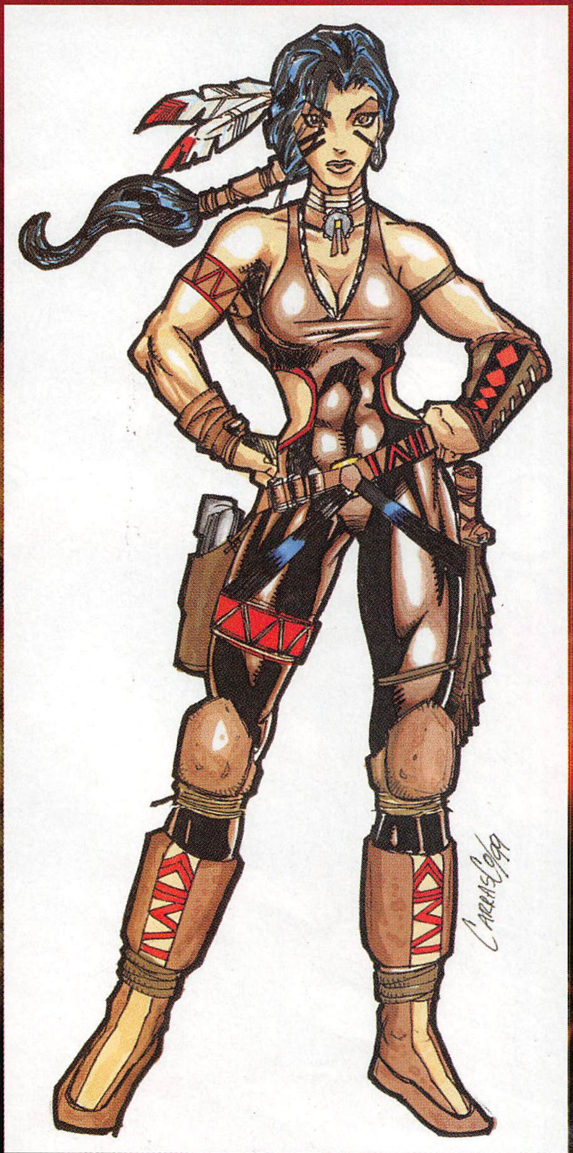




David Dienstbier of Acclaim® Studios Austin



DAVID'S TEAM PLUG:
First off, I'd like to say that great games don't get made because a single person is a badass or the coolest guy in the world. They get made because groups of talented people pull together and make them happen. More than 100 development personnel have been involved in the creation of the *Turok* franchise. That means a lot to me. Every hour spent on a *Turok* game by any one of these guys is an hour that I am grateful for. These guys are some of the best in the world, and talking about *Turok* without talking about them would be wrong.



GF: What new visual effects can we expect in *T3?*

DD: *T3* has a bunch of great new effects. For the first time, a *Turok* game will have "real" weather effects. We've kind of faked some stuff in past incarnations, but in *T3* we've added rain and snow. The effect is killer, and does a lot to really drive home the realism. One of the playable characters can use night vision goggles, which not only looks great, but also becomes a key game play component, since many enemies or passages cannot be seen very well with the naked eye. We've also added a great new bunch of real-time deformation or warping effects that pull and stretch the actual environmental geometry. This becomes a great effect for large shockwaves (from explosions), or for weapons effects like our "black hole" weapon!

GF: Did you utilize the RAM pak from the outset?

DD: Yes and no. We have always planned on using it, but due to some of the problems that we had with *T2*, at the onset of the project, the Project Manager Jeff Everett and I sat down and decided that the team should not work with the RAM pak in their N64s. The reason for this was simple—if you are downloading the game and testing it on a system that has the RAM pak in, you are potentially masking problems with the game that will only be evident when the RAM pak is not in the console. What we found while working on *T2* was that pretty much the entire team was working with the RAM paks in their N64, which ended up masking RAM issues and the problems associated with them. When we pulled the RAM paks out, we found that we were actually running out of RAM to run the game! When that happens, you get geometry dropping out, enemies that are there but are not being seen, events not firing and frame-rate problems.

The first thing that you think when you reflect on it is, "How did that happen at all?" The answer is that it was something that did not seem to be a real problem until later on in the development cycle, when we pulled them out and saw that we had to fix a ton of stuff that we did not know was broken in the first place!

So Jeff and I decided that the team, in particular the artists and designers, would work without the RAM paks in their systems so that they could optimize the engine based on four megs of RAM. It's worked out wonderfully!

GF: Have you pushed the N64 as far as possible, considering that this will be the final installment before the franchise (presumably) heads to Dolphin?

DD: I'd have to say no. I'd say we're definitely pushing what we can do with the existing engine, but if we were to revisit the hardware from scratch, there is more that could be done. Developing games does not always allow us the luxury to start over from ground zero. Most of the programmers on the team would have loved the chance to rewrite portions of the engine that are just a mess, but we simply cannot afford to allow some things to be revisited that already work well enough. Instead, we concentrate on manageable improvements and additions that make sense.

We had to rewrite the collision system, for example, because it was a nightmare! It was costing us so much in development time, from a level-building standpoint, that we simply could not continue without rewriting it. 75% of the time it took to construct levels was being spent wrestling with the collision system!

So what we have done is carefully decide which elements of the engine needed a complete overhaul, and which parts just needed to be improved. Don't get me wrong, there is very little of the original engine that is the same as it was, but the extent of the modifications varies from feature to feature.

GF: Has the frame-rate been addressed this time out? What's the target rate with multiple enemies on-screen?

DD: The frame-rate has been vastly improved over *T2*! It was one of the highest

priorities that we had from day one. Improvements to the visibility system, RAM usage and a slew of other tweaks that have been made have resulted in a game that runs much, much better. As for a target frame-rate, thirty is our goal. Early on in the development process, I asked Jeff to implement a "governor" on the engine that would create artificial overhead for the game. In doing this, the team pushes to maximize the performance of each component of the game with the extra overhead as a handicap. So when we get a level running in "debug" mode, with the extra overhead as a factor, it still runs at 20-30 FPS with enemies on screen and background effects, such as lighting and environmental actions (police, NPCs, etc), all running. Then when we remove that extra overhead, the entire game speeds up instantly. So far, the game looks great!

GF: Considering the existence of *Rage Wars*, will the multi-player aspect of *T3* be completely revamped, or will *Rage Wars* merely be bolted on to the existing game?

DD: Well, terms like "bolted on" are rather unfair. The work that went into *Rage Wars* was planned from the start, not only to make a great stand-alone game, but also to benefit *T3*'s multi-player game. In fact, the *T3* programmers and the *Rage Wars* programmers were all working from the same code for a large part of *Rage Wars'* development cycle. The code split when *Rage Wars* moved on from engine-specific work shared by both games to elements that were unique to each game. All of the optimizations made to the engine are being used, as is the basic 'bot A.I., which is being tuned up and improved, and we are using an expanded reward system along with the basic game "rules" for several of the games from *Rage Wars*. But we are also adding new game modes, art, weaponry, all new levels (and more of 'em) and a bunch of other great features as well. The death match in *T3* will be better than *Rage Wars!*

GF: How much of the engine is based on old technology? Can you give us a percentage?

DD: It's hard to say, exactly. Almost every aspect of the engine has been tweaked, fixed, redone or improved in some way! But this sort of question is not black and white. I'd have to say about 15-20% of the engine is as it was originally, and that's a pure guess!

GF: Why N64 only? Does this include PC?



DD: The decision to develop *T3* as an N64-exclusive was due to the fact that we did not have hard dates from Nintendo regarding the release of Dolphin, or when we could expect development kits. In addition to this, we did not want to abandon the N64 instantly. I think we all learned a lesson from Rare when they released *DKC* after the SNES was supposedly "dead" and went on to reap the rewards. *Turok* is one of the most popular franchises on the system, and we have a huge base of loyal fans that will not necessarily drop the N64 instantly. This allows us to keep the franchise alive while we ramp up on next-generation technology and design. As for a PC version of *T3*, it is not planned at this time.

GF: How much of the staff carried over from *T2* and/or *Rage Wars?*

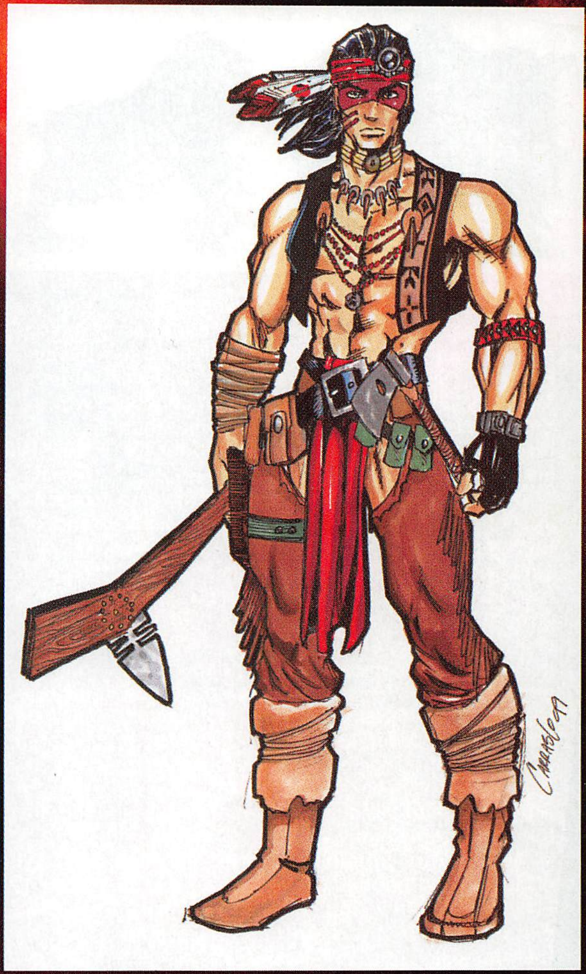
DD: Well, *Rage Wars* and *T3* began development on the same day, so the teams were always separate. As I've already said, the programmers worked together for a long time on the engine work. We had guys from the *T3* team helping out with programming for a long time, and I drafted two of the artists from *T3* to help out as well. Now that *Rage Wars* is out the door, we will reinforce *T3*'s team with artists and designers to help out those guys.

As a matter of pure trivia, the *T3* team has just two people on it that worked on the original *Turok,* and four people from *T2.*

GF: Has the departure of a large percentage of the *T2* team affected the project's timeliness? Was *Rage Wars* implemented to account for this?

DD: Well, the bulk of the *T2* team is still with us! Our lead programmer is now our Technical Director, our Lead Artist is now our Director of Digital Productions (art), one of our best artists is now running our new Cinematics Group, and I am now the Creative Director of the studio. As for the rest of the *T2* team, some went on to work on *Rage Wars,* four people are now part of the aforementioned Cinematics Group, and a couple have moved on to other things. *T3* has not been affected by this because, first of all, we only hire really talented, really sharp people that meet our standards, and secondly, because all of the knowledge that we gained making *T1* and *T2* is still with us, and many of those people are now running the studio.

Rage Wars was implemented because we thought it would be a bad-ass game, nothing more.



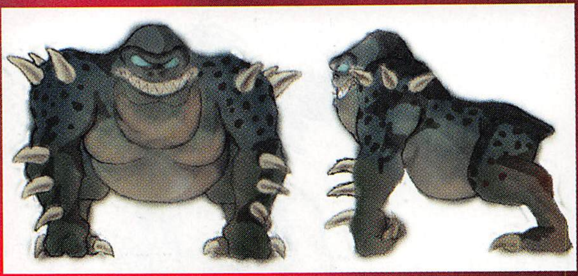
It is a spin-off product that fills an empty niche in the N64 market, and it has done extremely well. Neither project really had anything to do with the other, except that we felt each game had merits and a demand at retail.

GF: When did full development of *T3* commence? How long has it been in active development?

DD: Well, the story line started in *T2.* The attacks by the "Oblivion Spawn" in the false warp portals from *T2* play into *T3*'s story line heavily. I began working on story elements of *T3* during that time, but only very loosely. The development team was working at the end of December 1998, but development did not commence in earnest until just after New Year's Day 1999. The game has an eighteen-month development time, making it an August or September release in 2000.

GF: What were you able to implement in *T3* that you were unable to in *T2?*

DD: Well, the first thing would be a more involved story line. *T2* was originally designed to be a lot more *Half-Life*-y than it ended up being. The number of cinematics in *T3* is huge. The opening sequence alone is nearly 7 minutes long! This was very important to me because, although we had made two million-plus sales so far, we never really had a true story. *T2*'s story had to be boiled down to introductory narratives which, though extremely cool and unprece-



dented on the N64 at the time, were not as organic as I would have liked. *T3* explores the characters more, introduces Joshua Fireseed's siblings and sheds light on their family as a whole. It also sheds a lot of light on the character of Adon and what her involvement with the Turok is all about. We also get to give you a few surprises...

We also have two selectable characters: Joseph Fireseed and Danielle Fireseed. Each one of the characters is extremely cool, and they each have areas that one can access while the other cannot; about 20% of the map areas are unique to one character or the other. The weapons in the game also upgrade differently, depending on which character you are playing, adding to the coolness of each character. Basically, in order to play the game with EVERY weapon in the game, you have to play it with each character. It adds a ton of replay value to the game, and really makes the characters unique.

We also got to add a lot of really nice effects and subtleties to the game, weather effects, night vision, etc.—a lot of great extras to make the game compelling to the players.

GF: Does Turok (male or female) have any new 'moves'?

DD: Well, 'moves' is not the right word, but each one has special abilities and can get to places the other cannot. Danielle has a grapple hook that can be used to access portions of the level that Joseph cannot get to. Joseph is smaller and can fit into tight spaces, such as tiny vents and cracks in rubble, that Danielle cannot fit into. He also has night vision goggles that Danielle does not use.

GF: Do you feel that gamers are getting tired of first-person shooters?

DD: No. I think that players may be getting tired of bad first-person shooters, but the genre is established now, and I'd hazard a guess that it's more popular than it's ever been. That popularity has led to tons of really bad or mediocre first-person shooters that players don't have patience for anymore. They need to be more selective now. But no, I do not think that gamers are tired of first-person shooters.

GF: Do you feel *Turok* is more of an FPS or an action/adventure game, a la *Zelda?*

DD: I'd say that it has been a bit of both. The heart of the game play has always been action-oriented, but the games have always aspired to be different. We want *Turok* games to feel real. The immersion that one gets from being put into a world as huge as *Turok's* worlds, and the sense of being a part of some place really huge has always set us apart and given us a more epic feel than other games of this genre. As we push the storyline and content of the games harder, the "*Zelda*" feeling will grow even more. We break the mold. Our games do not feel like other FPSs because we don't want to be the "other" game that stuffs you into tiny gothic castle environments and has you do the same things that you've always done. That race has been won already. We want to pull people into a world and make them believe.

GF: Did you feel compelled to include a female character due to the increasing popularity of heroines such as Lara Croft and/or Joanna Dark?

DD: Not really. I think that the popularity of female characters like Ripley in *Aliens* or Sara Conner in *Terminator 2* led to a natural movement for female leads in video games like Lara Croft. My decision to include a female Turok was based more on the story of the game than a need to respond to other products. Female leads can be very cool if they are good characters, and the storyline for *T3* needed a female character.

GF: What led to the reduction in level size from *T2* to *T3*, considering that each level in *T2* could've been a game in and of itself?

DD: We could have gotten six games out of that! Think of the royalties.... Seriously, though, we thought that it got a little out of hand. I have NO problem with the size of the maps in *T2*, but they kind of fell victim to it. As a result of their size, more time was spent building and testing collision than should have been given, when each map had other issues that should have been addressed first. I'd rather have a level that was 30-40% smaller, but tight and tuned, than one that was absolutely huge, but fell short on a few counts. A lot of gamers felt that *T2*'s maps were unmanageably large, and we made the decision to keep them big but trim them back 30-40% and really make them tight.

GF: Did you feel the need to "dumb down" the game from the previous chapter to cater to a wider audience?

DD: Well, reacting to the game-buying public and adjusting your strategies to satisfy your consumer base does not necessarily constitute "dumbing down" a game. We did not "dumb down" anything in *T3*! It's a big game, with a great story line, the best art any *Turok* game has ever seen (and the N64, I'd wager), tighter play mechanics and an overall outstanding experience. In a lot of ways, it's a lot more refined than the previous two chapters. It's every bit as epic as any *Turok* game has ever been.

GF: Is *T3* more akin to *T1* or *T2*, as far as action/adventure balance?

DD: I'd say it's more like a really tuned *T2*, in that regard. The sense of adventure and being a part of something huge is more in-tune with how *T2* felt, but it's more involving this time.

GF: Does the Primagen figure into the story line this time out?

DD: The Primagen, as a character, does not, but the significance of the creation of the Lost Land by the destruction of the Primagen's ship does.

GF: Considering the similarities between other Acclaim properties, such as *Armorines* and *Shadowman* (which bear striking resemblance, structure-wise, to *Turok 2*), was there a motivation to set *T3* further apart from these titles?

DD: No, not really. Our reactions and decisions regarding the *Turok* franchise come almost 100% from the mouths of gamers and industry publications. Educated, meaningful observations from our fans are our primary motivators.

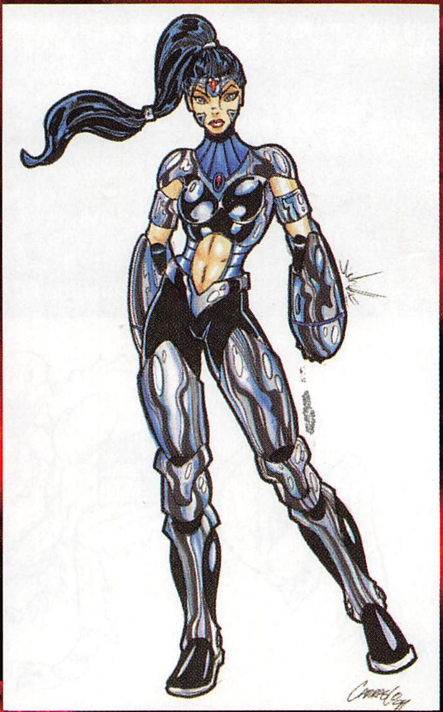
GF: What other games has the current *Turok* team worked on?

DD: That is a large list of titles! As far as Acclaim products go, we have members of the *Turok* and *Turok 2* teams, *South Park* (both games), *Batman Forever*, *Hockey*, *ASB*, etc., etc. Jeff Everett worked at Origin on the *Wing Commander* series for a number of years as well. It's a huge group of people, from all over the world, with a ton of industry experience.

GF: Have you made any changes/additions to the control scheme?

DD: We've just been trying to tighten it up and make it perfect, but the core control scheme is the same as in past titles.

GameFan would like to thank David Dienstbier for taking the time to talk with us.





There have been countless times in the history of gaming where I've been unable to contain my excitement for a new video game. There I'd sit, gawking at screenshots, devouring as much information as my brain could handle. Throughout my gaming years, I've been so consumed by the hype swirling around me that, after buying these games, I'd always end up asking myself: "Was it really worth the wait?" In truth, I've been dissappointed by many, and satisfied by few... making it hard to remember the reason I ever started playing games in the first place. What exactly was it about games that I loved? It has been so long...

What is it that attracts us to a videogame the instant we hear about it? Is it the hype, or the excruciating wait? We may never know the answer for sure, but ask yourself this: "Why do **you** play video games?" Brilliant programmers such as Shigeru Miyamoto and Yuji Naka (to name a couple) have always found a way to entertain us and keep us coming back for more. These legends constantly break new ground in the gaming industry, and have always managed to make a believer out of me, no matter how much faith I lose.

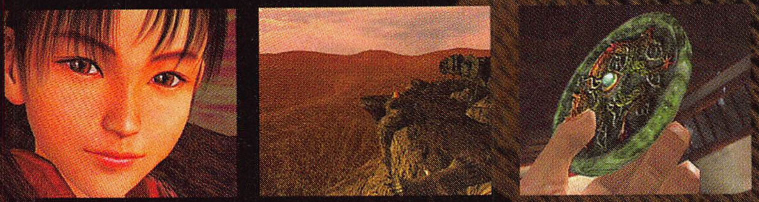
December 29th 1999. The release of yet another much-hyped title hits the shelves of Japanese retailers... and there I wait—silently. Will this new release be the earth-shattering revelation that everyone seems to believe it will be? Or is its destiny to become yet another coaster on the gaming world's collective coffee table? The Japanese media has been promoting this one since the release of the Dreamcast in Japan. Could it be?!

In the following pages, we will show you exactly why many believe Yu Suzuki has set yet another milestone for other developers to strive for... the name of his epic creation? ***Shen Mue.***

シェンムー Shen Mue



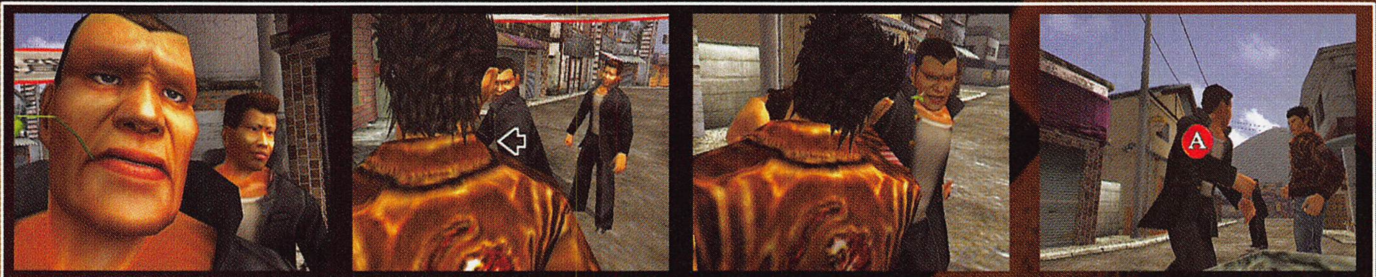


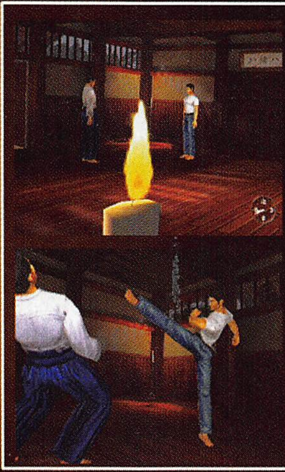


Yu Suzuki has created video gaming's first "living world," a world where characters interact and depend on one another; seasons change, and emotions run high. In a quest to discover the reasons for his father's murder, Ryo will befriend a town and uncover a dangerous underworld, where only his quick wits and ever-improving fighting skills will give him a chance to succeed.

As seasons change and time wears on, players will uncover long-forgotten fighting arts, and use them in an effort to avenge the death of our hero's father. Ryo's fists are not his only weapons, however. Through his relationships with the townspeople, Ryo will learn many secrets pertaining to the legendary Dragon and Phoenix Mirrors… as well as the reason your father's murderer sought them so desperately. Who is this killer? What is this strange fighting style he uses? Can he be found… and more importantly, *can he be defeated*? You must help Ryo reveal the dragon within…

シェンムー
Shen Mue





PRACTICE MODE

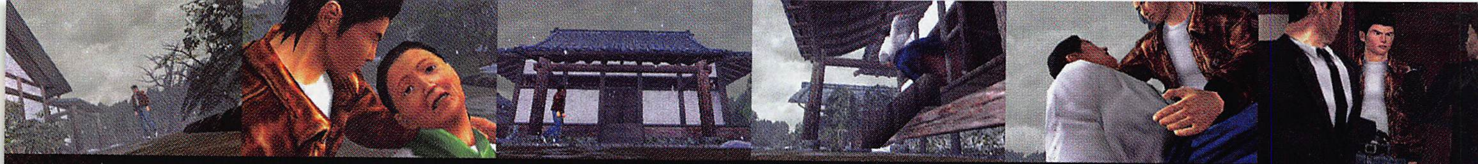
Unlike the QTE Mode, this mode allows you to adapt to the Free Battle events in the game. Practicing can be done in the Dojo, empty playgrounds, and parking lots. You can also 'power-up' your fighting moves and increase your cap on your punches, kicks, and throws—Even find out hidden techniques!

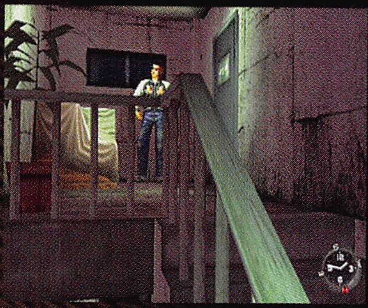
QTE MODE

'Quick Timer Events' are scattered throughout the game. Just think of it as something where you must react to certain events by pressing d-pad and action buttons, a-la *Dragon's Lair*. Certain events will have you dodging oncoming pedestrains in a race to someone on a moped, or cleaning up multiple roughnecks in a back-alley bar. Some failed events will let you try until you get it right, others will send you back to your last saved point. SAVE OFTEN, and flow like water, my friend.





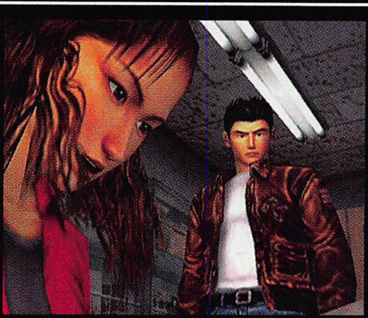




People, Places and Things

If there were ever a game that that had more character than it knew what to do with, *Shen Mue* is definitely that game! Say, for instance, you meet someone at the Ramen Shop. There is a very high probablility that you will bump into them again sometime... perhaps at the park. The more you talk to these people, the more familiar they will become with you; and the more willing they'll be to help you out.

Also, as time progresses in the game, you will see changes happening to the town and its residents. That's right! As Christmas draws near, you will see the yuletide decorations peppering the streets. Hey, was that a Santa Claus?!



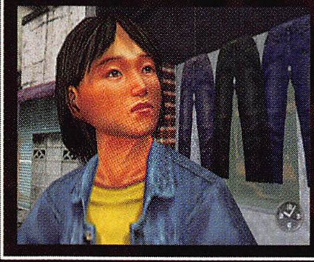












What time is it?

As if you didn't have enough time worrying about **where** to meet people, you also have to be concerned with *when*. See that sign with the time on it? Yep, you guessed it. The shop here doesn't open until 10 AM. Considering you wake up every morning at 8:30, it can get a bit tiring waiting around for the shop to open. This is the perfect time to go practice your skills in the parking lots, and such.

Time is such a crucial factor in *Shen Mue*, that you will become a stickler for punctuality. Got someone to call at 7 PM? Stop playing *Hang On* in the arcade and go call them! Have an appointment to go to? Don't miss it! Being late to these will make you miss valuable information and events, which can make your quest harder. Remember, you only have until April to complete your objective!

The first five minutes are free...

"Come sit. I see that you seek guidance in fullfilling your destiny. Find my small store in town, for the answer to your dilemma lies within. For a mere three dollars, I can guide you in the right direction." <BAH!>

Just talk to the psychic (and pay the modest fee), to find out where you're supposed to go, and what to do.







Some...editors...are...born...bad!! And here's a game that's right up my alley. No princesses to save, gold coins to pick up or innocents to protect. In fact, it's quite the opposite. Instead of an Alucard or Richter adventuring through a castle, dispatching inhabitants and opening chests left and right, you're the owner of said castle, set to dissuade adventurers from entering your abode and looting its contents. Your tools? An insidious arsenal of customized traps and an alluring female body as bait for those greedy heroes—funny, all these adventurers can slay dragons with the utmost of ease, but the minute a pair of sexy legs walks by... "Woo hoo!" They lose their mind.

Kagero: Deception 2 was one of my favorite pastimes last year. It was in my top three games of the year, and that CD spun countless times in my PlayStation *outside of work hours* until I eventually unlocked the hidden Suezo trap (I beat the game four times with all the endings). It's unfortunate that my love for *Kagero* didn't result in big sales for Tecmo, as I still see my baby regularly locked up in the bargain bin alongside *Cardinal Syn* and *Biofreaks* (it's not too late—you too can adopt-a-*Kagero* right now!). Despite this injustice, Tecmo knew that *Deception 2* was a great game with solid play mechanics, and thankfully, *Deception 3* doesn't stray far from its predecessor in the most important area—game play.













Speaking in terms of game play, *Deception 3: Dark Delusion* is exactly the same as *Kagero* (eliminate enemies with combinations of different traps), though the trap/combo possibilities have become mind-blowing. The entire trap-making process has been retooled entirely for insane depth and replay value. Whereas *Deception 2* had you scale an evolutionary ladder of pre-set traps to reach the best instruments of destruction, *Deception 3* forces you to combine different parts to **make** the trap of your dreams. Emblems endow traps with elemental properties such as fire, ice and electricity, while rings alter activation times. Once the perfect trap is found, upgrades can be purchased for extra damage. According to Tecmo, there are over 2000 total trap variations! Replay value? Methinks so.

But you don't make all these traps; the castles themselves are fully loaded with room-specific traps, such as loose pillars, falling chandeliers and spinning saw blades with which you can flatten, puree and dismember all intruders to your domain. Sure, *Deception 2* also had room-specific traps, but they're much more numerous and useful the third time

DECEPTIO
DARK DELU

P PREVIEW	EGGO: MY TYPE OF DUNGEON GAME!	DEVELOPER - TECMO	1 PLAYER
		PUBLISHER - TECMO	AVAILABLE MAR. '00

This preview is based on the Japanese final.

around. More importantly, many of *DD*'s room traps now have actual trigger points. *Kagero's* room traps were set off automatically when an enemy was thrown into them (such as a bed of spikes), but you couldn't control the trap itself. *Dark Delusion* gives you the power to activate traps—either touch a certain point, or pass an object through that trigger point, such as a fireball from a nearby wall trap.

Dark Delusion also offers a few new moves to dance around with. The first is very useful, an instantaneous 180° turnaround (you'll remember Mileena had big problems 'checking over her shoulder' on an enemy's progress in *Kagero,* she rotated so painfully slowly). The second new move is a nifty somersault roll to the side, great for evading attacks at the last second (Layna must've gone to the same school as Jill from *Resident Evil 3* to pick up the same two moves). There are also additional game modes to experiment with: free training (walk through the castle testing trap ideas), beginner (to get newbies acquainted with this lovely yet twisted series) and expert. The latter is for the truly hard-core; just the first few missions require some serious skill, however, like pulling off four hit combos in thirty seconds—a challenge worthy of all masters of *Deception*. With all these extras, and endless possibilities for traps and combos, *Deception 3*'s guaranteed a spot in the top ten games of the year...and we're just gettin' started. I can't wait! **E**













The media's been talking about *Vagrant Story* for quite some time, but did you notice that nobody really had much to say about it? Sure, everyone knew the story: Ashley Riot, member of secret agent group "the Riskbreakers," is framed for the murder of the Duke by Sidney. But other than that, what did everyone else have to say about the game? Grand comparisons like *Metal Gear Solid* meets *Parasite Eve*? Well, what exactly was so *MGS* or *PE*-like about the game? Nobody could furnish details, because no one had played *Vagrant Story*... until now.

Let's just get the *Metal Gear Solid* references out of the way here and now. *Vagrant Story* uses a fully polygonal graphics engine, and the story sequences are, for the most part, told with in-game graphics. There's a very cinematic introduction, with credits rolling as the story unfolds. And finally, like *Metal Gear, Vagrant Story* is an action/adventure—that's the extent of the similarities between the two.

Vagrant Story is actually much closer to Square's *Parasite Eve* than Konami's favorite son. The game boasts a weapon customization feature that lets you swap parts (blades and hilts) to forge the sword of your dreams. The more a weapon is used against a certain type of enemy, the more powerful it will become against that enemy type (minor RPG elements). The battles are completely real-time; the action pauses only when the attack button is pressed to bring up the green dome of death which shows the effective range for that weapon (shades of an Aya I used to know). You're also allowed to target specific body parts (e.g., take out the legs of a boss and he'll move slower), but this usually doesn't affect the peon creatures—they die with a few hits anyway.

But that's where all comparisons stop. *Vagrant Story* does not aspire to be a rehash of other games. Nay, with the producer of *Final Fantasy Tactics* at the helm, you know you're in for something special. The atmosphere is decidedly dank and medieval, and the sound effects truly put you in the spurs of a knight... er, Riskbreaker. From the clank of armor resonating to the clash of cold steel on steel, *Vagrant Story* boasts some of the best sound effects ever to grace a video game. Characters speak in comic book-like word balloons, adding yet more personality to *VS'* growing sense of style.

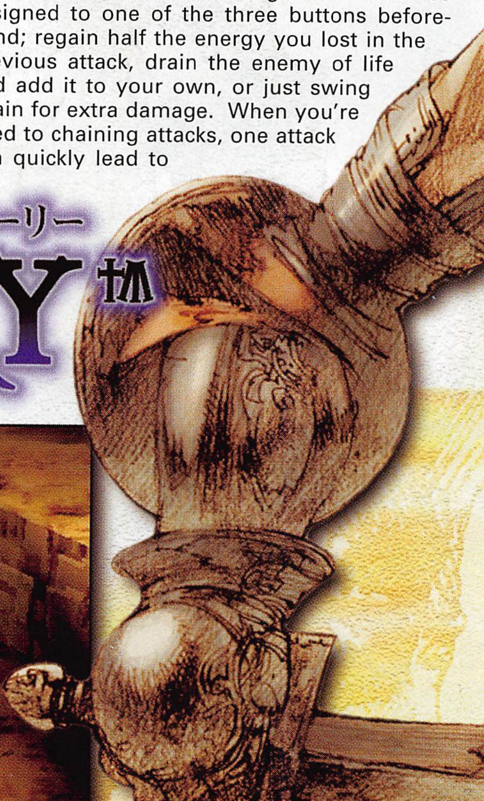
Unfortunately, the game's biggest 'innovation' has been done before, in another game covered this issue—Sony's *Legend of Dragoon* (thumb over to imports). It's called the chain craft system; when a blow is given or received, the option is given to follow it up with another attack, or to regain some health. This happens every time an attack is made or a hit is taken; hit the button (square, circle, or triangle) at the moment of impact, and tack another move onto the chain. There are a variety of chain crafts to choose from, though each must be assigned to one of the three buttons beforehand; regain half the energy you lost in the previous attack, drain the enemy of life and add it to your own, or just swing again for extra damage. When you're used to chaining attacks, one attack can quickly lead to

ベイグラントストーリー

VAGRANT STORY™





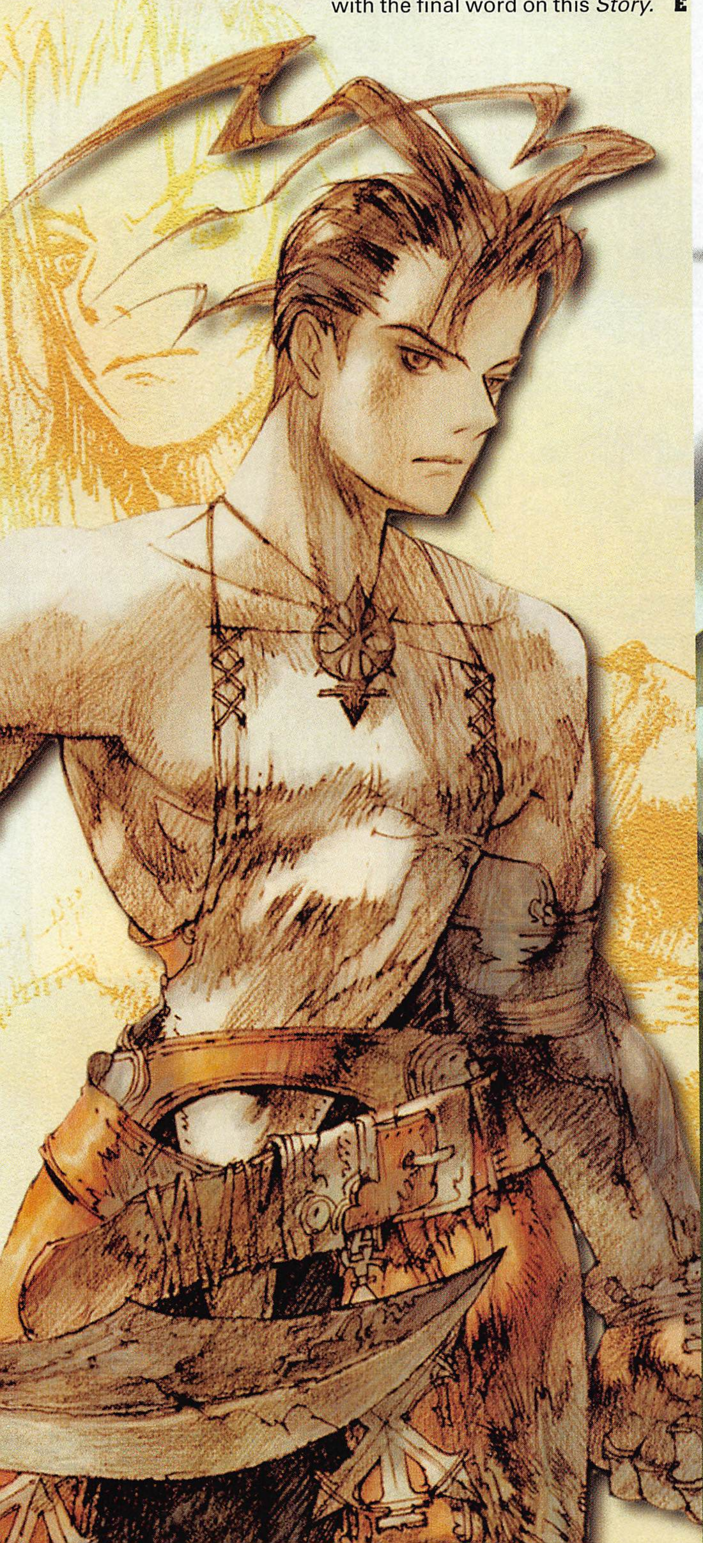


REVIEW	EGGO: THE STORY UNFOLDS...	DEVELOPER - SQUARESOFT PUBLISHER - SQUARE EA	1 PLAYER AVAILABLE SPRING '00

three or four swings in a row (though most enemies don't live long enough for you to have too much fun).

There is a penalty for too much chaining: The more chains linked, the higher the risk meter gets, the less damage attacks do and the more damage you sustain per hit. Think of it as a strength gauge; expend all energy in a futile dance of swinging sword strikes, and you'll need time to recover before full strength returns. The risk meter, like health and magic levels, restores itself over time.

But all this talk of innovation, style and chains doesn't amount to much if the game isn't fun, right? Well, the bottom line is that *Vagrant Story* is fun, and I had a great time playing it. The people at Square actually had to pry me away from the controller, despite my cries of "Don't worry about me, just lock up and I'll be here in the morning!" It's an action/adventure game with emphasis on action—you're almost always swinging that sword or dagger in pursuit of some random enemy that crosses your path. It's slated for a late spring release in the U.S., and we'll be back soon with the final word on this *Story*. **E**

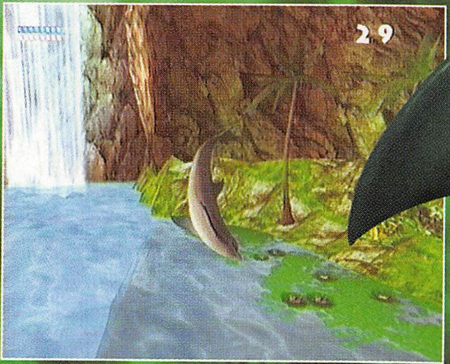


ECCO THE DOLPHIN
DEFENDER OF THE FUTURE

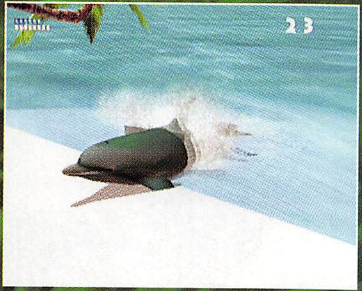
Dolphin: Sega-Style

Upon first entering Sega's booth at the most recent E3, I was dazzled by the show Sega had put on: row after row of kiosks featuring nearly every game worth talking about (and a few that weren't), whether it be SEGA-branded or third-party. I feasted on *Soul Calibur*, *Shen Mue* and *Toy Commander*, among others. However, my heart nearly stopped when I stumbled across a lone kiosk in the center of SEGA's massive encampment: a running demo of a new *Ecco the Dolphin* title. Now, has anyone out there ever grown a lump in your throat because you're **so** overcome with emotion? Well, I choked right there, on a lump the size of Dango's cranial cavity—tears almost came to my eyes as I watched my old friend frolic through a series of eye-shatteringly beautiful 3D environments. He swam about, doing back flips and cavorting with various undersea fauna, including a staggeringly well-animated octopus... It was truly a site to behold, even if it was running at a less-than-optimal frame-rate (ah, the bugaboos of the pre-alpha state).





Yet after recovering from the initial shock of seeing my mammalian friend after so many years, I became a little concerned. See, I was very worried about the prospect of an Ed Anunziata-less *Ecco* (creator of the character, and designer of the first two games). Though Appaloosa Interactive was the same group of coders that put the first two games together (back when they were known as Novotrade), they did not design them. And if there's anything to be learned from game development, it's **all** about the designer (I can hear the programmers, artists and musicians of the biz calling for my loins right now). So while I was incredibly hopeful, I was also incredibly skeptical—I began to question whether they really had what it takes to lift the character to the next level.

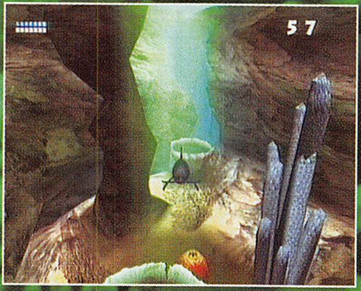




Faster than Lightning

So what's changed from that early E3 build? In a word: everything. The frame rate has received a serious kick in the dorsal area—everything now swims along at a solid 20-25 FPS with a solid goal of 30. Right now, they're tweaking the game and the horizon to find the perfect marriage between 'realistic' undersea murkiness and a blazing frame-rate. And while there is some frame loss evident in parts of the game, you'll hardly notice, the environments are so utterly and completely beautiful—beyond even the most graphically stunning games currently available on DC. This from the same guys that had trouble getting *Tiny Tank* to run at a solid frame-rate on PlayStation (we'll also try to forget that they were responsible for *Contra: LOW* and its unreleased 'sequel')...





Now, you'd think with the advent of PlayStation 2 and all this chit-chat about 'real-time curves' and the "Emotion Engine" that we'd have to wait for its arrival

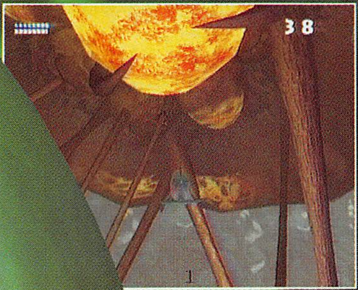
EXCLUSIVE	ECM: ED WOULD BE PROUD!	DEVELOPER - APPALOOSA PUBLISHER - SEGA	1 PLAYER AVAILABLE 2ND QTR. '00



before seeing games looking this organic, this alive (though I suppose I'd have to be as brainwashed as the rest of the Internet to believe that). Apparently, Appaloosa thought differently—this game is all about curved surfaces and 'emotion.' Ecco and all other sea life are constructed out of such high poly-count models that you'll wonder how the Hungarians got the DC to dance like this. You thought games like *Soul Calibur* and Visual Concepts' sports titles looked good... let me just say, "You ain't seen *nuthin'* yet!"

Ecco is so exquisitely rendered that he looks like a *real* dolphin, curved completely and anti-aliased to perfection (no jaggies on his arched form). Even the motion capture is nigh unbelievable, inducing vicious flashbacks to the first moment whence you launched Ecco in the first Genesis game and 'summoned' the foul Vortex. It's been said before about DC graphics, but if you had some friends in the room that didn't know you were playing a video game, they might think you were watching "National Geographic Explorer"—it's that good.

And Ecco isn't the only one to get the royal, modeled-to-perfection treatment, either. The various and sundry critters that make up this eye-choking world are also modeled and animated to a point where you'll check the floor of your living room to make sure it's not wet. The first stage alone plays host to an immense whale, its child and a pod of frolicking dolphins—all flitting about the screen at scandalous speeds.





Thankfully, the water effects are jaw dropping as well—this should probably be a "given," as the game is set in it. The waterfalls on a number of stages are so achingly perfect that you'll find yourself engaged in acrobatics just to get as close to them as possible. Better yet, the water effects that have been hit-and-miss on DC thus far are stunning. While the surface of the water isn't generated real-time a la *Wave Race,* it's animated brilliantly, a far cry from *Sonic Adventure's* painful stuttering water effects.



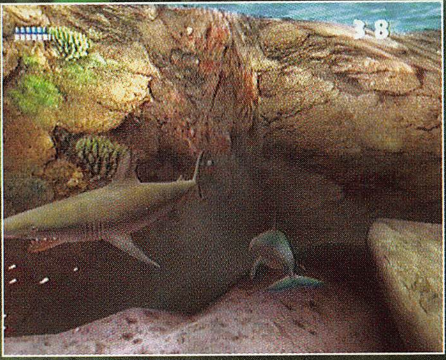
Gliding There Under, Under the Sea

Ah, but how does it play? While the visuals are among the best (if not **the** best) Dreamcast's ever seen, it's the game play that counts. The initial worry with 16- to 32-bit translations and beyond is that the game play of the original title isn't carried over accurately, creating an amazing-looking game, but one that lacks any semblance of character to its former life; this is where games like *Zelda: OOT* and *Sonic Adventure* excelled beyond all others. Not only were they visually reminiscent of their more primitive-looking forebears, but they played **exactly** like them as well—which is the key to *Ecco's* inevitable success.

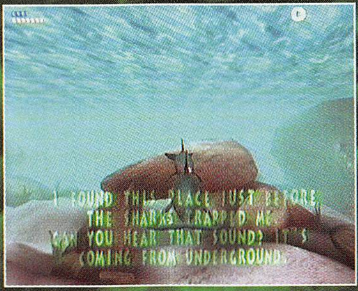
Like its predecessors, controlling *Ecco* takes a minute or two to come to grips with. But then, you're off, rocketing through underwater caverns, flying through the air with the greatest of ease, and busting a variety of moves to make a gymnast of any stripe jealous. While it's clear that the control needs a little work (it's currently too easy to get caught on things), it certainly is coming together quite nicely.

Coming to a Dreamcast Near You

While I've barely scratched the surface of this stunning game, let it be known that we're **very** excited about it. We'll be back next month with another batch of shots and quite a bit more info on it—specifically, more in-depth details on the story, and what game play elements exactly make it tick. You can officially start getting excited... now. **ECM**







DMA GOES WILD!





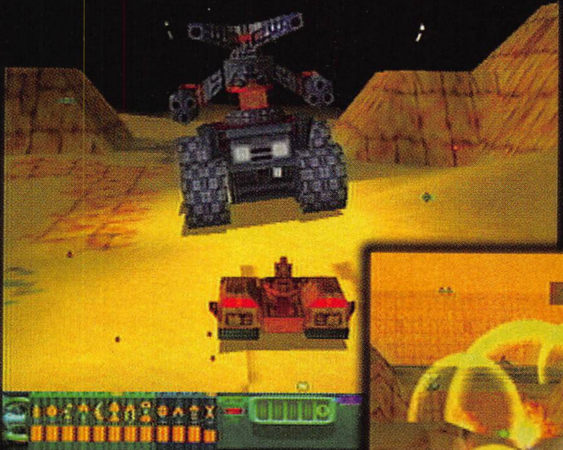


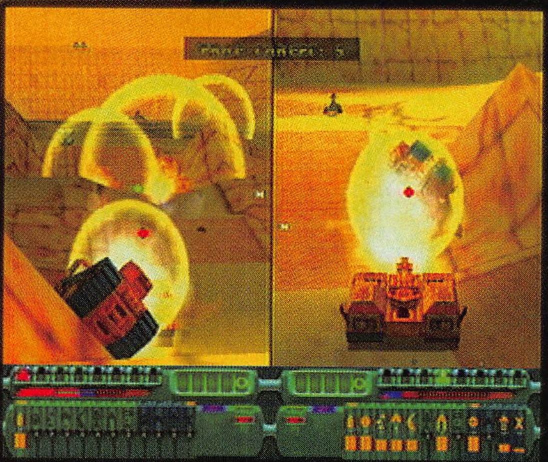


So who among you actually went out and purchased *Worms: Armageddon* for Dreamcast, N64 or PlayStation? One, two...three people?! Well, at least we're secure in the knowledge that we tried to steer you in the right direction during your holiday shopping. To make up for that, um, oversight on your part, here's another title that you might just want to look into: DMA Design/Rockstar Games' *Wild Metal.* Based on the semi-recent PC game released solely in Europe, *Wild Metal* is essentially a 3D, real-time *Worms: Armageddon.* Intrigued? You should be.

If there's one thing DMA Design is known for, it's games that are slightly different, a little off the beaten path. Titles like the immortal *Lemmings,* the amazingly under-appreciated *Body Harvest* and a little game known as *Grand Theft Auto* (you may have heard something about that one on the news a ways back...). With that in mind, it's key to note that DMA has **never** been about incredibly intense engines or stunning graphics. Nope, while the rest of Europe was beavering away on some of the most amazing technology, completely devoid of anything remotely akin to game play, DMA was defin-

WILD METAL







ing and re-defining it (from that powerhouse software-development country, Scotland). And the tradition continues in their first crack at multi-player online gaming... without the, uh, online component <hmmm>.

Now, just because this game is a PC port (replete with the dreaded WinCE boot screen that first reared its ugly, callused head in *Sega Rally 2*) doesn't mean it's necessarily a bad thing. Don't get me wrong, most of the time it's the kiss of death, but this time around, it hardly matters as the visuals take a back seat to game play.

The goal of *Wild Metal* in one-player mode is to roll around various landscapes, nuking baddies and collecting pod-like pick-ups in your hi-tech assault tank. I'd relate the story, but, well, does it really matter? You kill things, grab stuff and continue on. Needless to say, this is a nice diversion, but it isn't the most compelling reason to play the game. Bring in a second player, however, and it takes on a whole new life (this is where the meat is, people).

In the early build we played, you could select from a number of tanks, each with varying characteristics and some nasty physics to contend with. That's the key to *WM*'s appeal: everything in the game is built around a



FEATURE			
	ECM: TANKS	DEVELOPER - DMA DESIGN	1-2 PLAYERS
	FOR THE TRIP	PUBLISHER - ROCKSTAR	AVAILABLE MAR. '00





very precise, real-time physics model, and while it's not quite as off-the-wall and intense as the one seen in UbiSoft/Sucker Punch's *Rocket* for N64, it certainly does its job well. See, everything your tank shoots is governed by gravity and the exact properties of the particular type of shell you launch. Everything from standard shells, bouncing shots, magnetic mines, etc., feature their own set of properties which govern exactly how they'll fly once they leave the muzzle of your chosen death machine. This means you need to gauge for evil little things like trajectory and momentum.



That being said, the game does have a small learning curve. While it sounds a little rough to come to grips with, after about fifteen minutes of play, you'll be mowing down your friends in no time. Heck, after fifteen minutes, I was thrashing one of Rockstar's lead testers, as well as some of the chaps from DMA (good sports... especially after Scotland got rocked by the UK a few weeks earlier in the qualifiers for soccer's Euro 2000).

Let me also state resolutely that you shouldn't be put off by the relatively minimalist graphic style. After all, *Worms* wasn't host to the most intense visuals ever to grace Dreamcast, and it's still one of its best games (we're still playing it!). While the



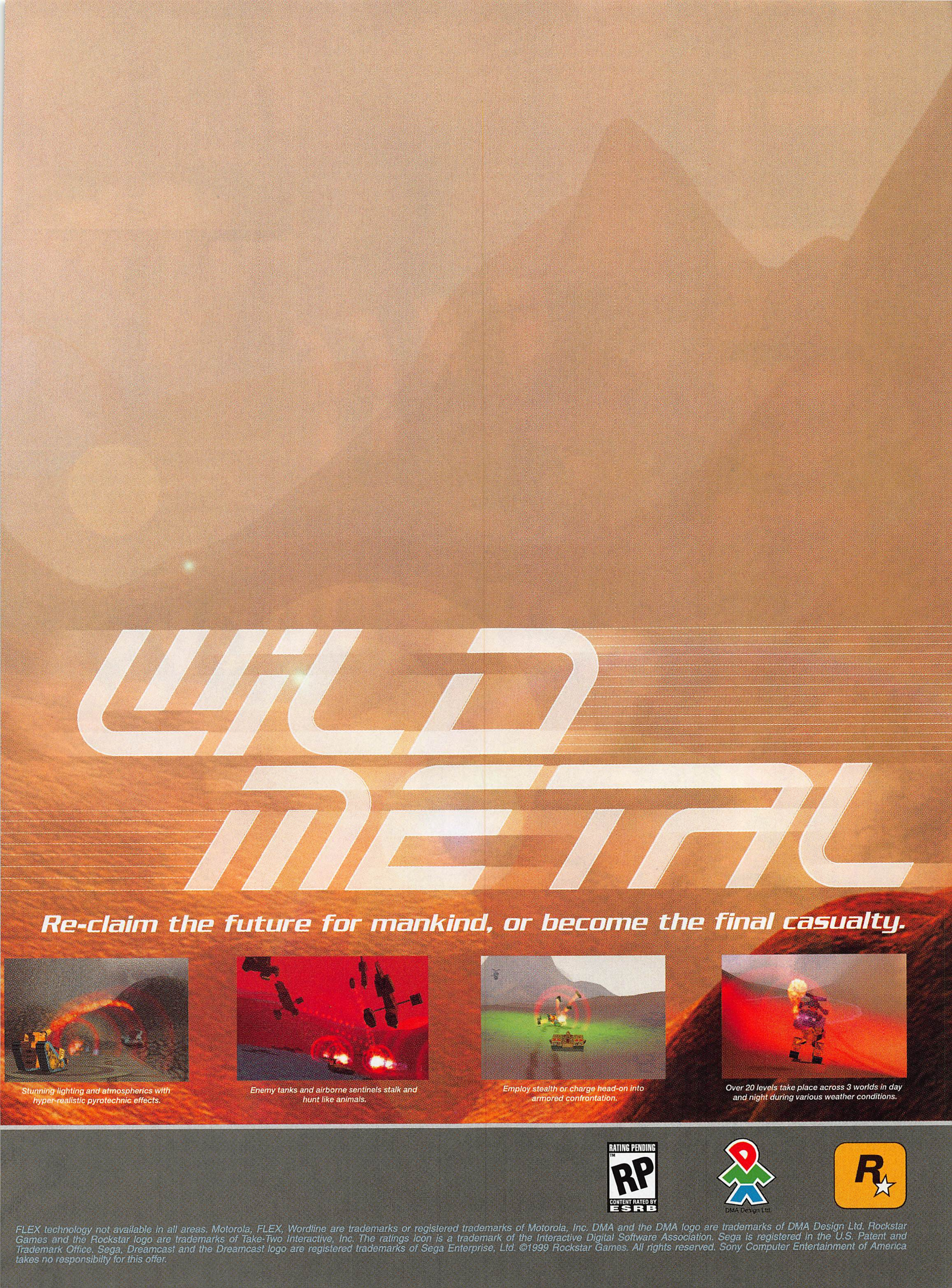
TANK-BASED, SCOT-CODED, MADNESS!

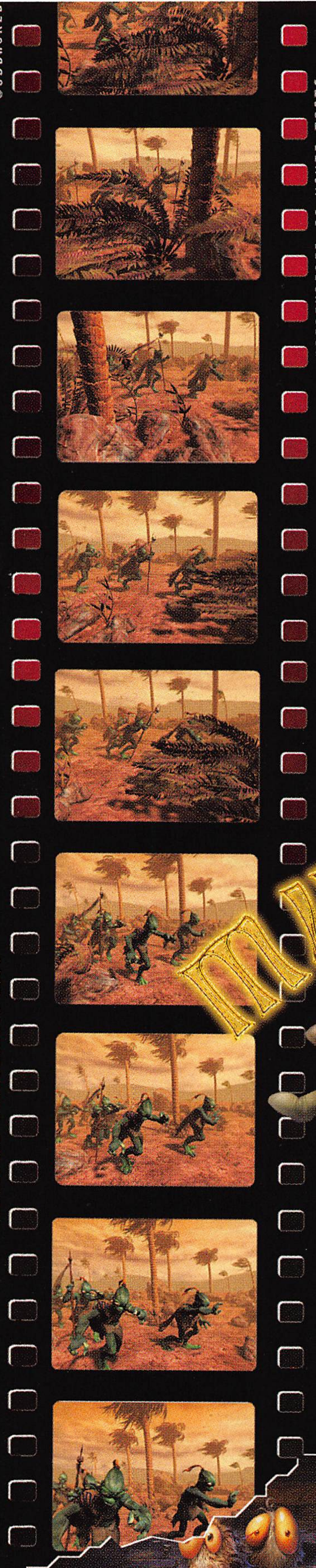


3DMA engine runs relatively smoothly on DC, it's still a bit rough at this point. However, there's still time to optimize performance through the DC's built-in limiter (known as WinCE—it'll be my mission in life to see that game developers **stop** using this unwieldy beast of an 'operating system,' <grrr>).

Needless to say, I'm stoked about getting a final burn of DMA's latest. As soon as we do, I'll be back with the final say on whether they've succeeded to stuff the remarkable PC game into the more limited confines of the DC's control pad and lack of modem play. Now, if only I could get them to re-think that sequel to *Body Harvest*... **ECM**


HUNT OR BE HUNTED.
KILL OR BE KILLED.
FREE*
Rockstar Motorola Pager with a purchase of Wild Metal
WWW.ROCKSTARGAMES.COM
MOTOROLA
FREE PAGER!
ROCKSTAR GAMES
State-of-the-art physics engine provides dynamic vehicle handling & incredible weapon trajectory control.
High explosive, heavy artillery arcade action!
coming soon to
Sega Dreamcast™
*One year numeric service contract required PLEASE NOTE: Credit card payment for twelve (12) months prepaid numeric air time service at $10.33 per month (total of $124.00), plus $10.00 shipping/handling and all applicable taxes and FCC charges required at time of order (non-refundable). No activation fee. Free pager must be claimed by 12/31/00. Offer good only where service coverage and local numbers are available. Where local number is unavailable, a toll-free number may be offered for an additional charge. Alphanumeric service available at an additional charge. Purchase subject to standard terms and conditions of service provider. Occasional promotional messages may be sent by sponsor. Offer good in U.S. only. Void where prohibited. Offer available while supply lasts.


WILD METAL
Re-claim the future for mankind, or become the final casualty.
Stunning lighting and atmospherics with hyper-realistic pyrotechnic effects.
Enemy tanks and airborne sentinels stalk and hunt like animals.
Employ stealth or charge head-on into armored confrontation.
Over 20 levels take place across 3 worlds in day and night during various weather conditions.
RATING PENDING
RP
CONTENT RATED BY ESRB
DMA Design Ltd.
R
FLEX technology not available in all areas. Motorola, FLEX, Wordline are trademarks or registered trademarks of Motorola, Inc. DMA and the DMA logo are trademarks of DMA Design Ltd. Rockstar Games and the Rockstar logo are trademarks of Take-Two Interactive, Inc. The ratings icon is a trademark of the Interactive Digital Software Association. Sega is registered in the U.S. Patent and Trademark Office. Sega, Dreamcast and the Dreamcast logo are registered trademarks of Sega Enterprise, Ltd. ©1999 Rockstar Games. All rights reserved. Sony Computer Entertainment of America takes no responsibilty for this offer.



PRERENDERED CG MOVIE TESTS

A Brief History of (Oddworld) Time

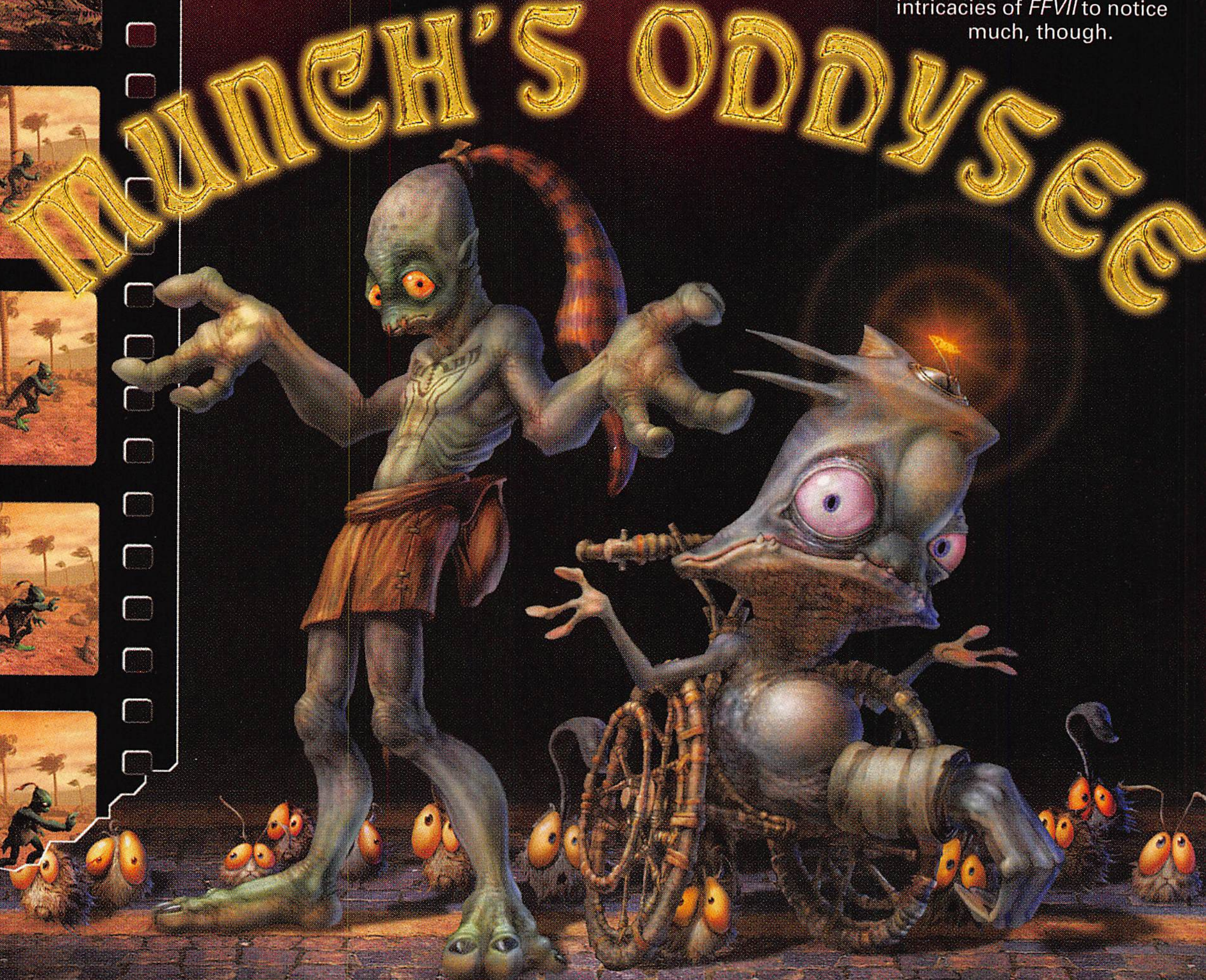
Nestled among the rolling hills and frolicking coeds of San Luis Obispo (SLO for short), Oddworld Inhabitants have quietly crafted two of the most underrated and unappreciated games of the past four years. For those that have had the pleasure of actually playing them, *Abe's Oddysee* and *Abe's Exoddus* are amongst the PlayStation's finest. And while some lump them in as mere *Out of this World* or *Flashback* clones, if you've actually taken the time to delve deeper than mere superficial resemblance, you've been rewarded with two of the longest, most complex and utterly enthralling titles of the past half-decade. The fact that GT had some serious distribution problems getting both games to shelves in America didn't help their cause (in Europe, Abe's up there with Crash and Lara); still, those that persevered were quick to take note of what lay beneath the seemingly placid surface—specifically, those crazy Germans (more on that in a bit). Apparently, U.S. 'journalists' were too busy mastering the intricacies of *FFVII* to notice much, though.







Munch's Oddysee





ECM: Sure is an Odd World...	Developer - Oddworld Inhabitants	1 Player
	Publisher - GT Interactive	Available TBA

Oddworld: The Next Generation

Let's get some niggling details out of the way immediately, shall we? *Munch's Oddysee* (as mentioned above) is the latest title in the *Oddworld* epic, a series of games that started life as *Abe's Oddysee*, took a brief detour into *Abe's Exoddus*, and is now back on track as one of the first U.S.-developed efforts toward Sony's upcoming juggernaut. One quick note (lest I forget, later on): according to Oddworld, the PlayStation 2 spec is just powerful enough to convey their vision. That's just a little something to whet the appetite—moving on...

The story behind Munch is as odd and wonderful as the one that prefaced Abe's initial two exploits. It seems that Munch is the last of his kind; before he knows it, the insidious Vykers (a race of super-scientists) trap him and haul him away to a laboratory high in the sky. There they subject him to all sorts of not-so-nice tests (probes are bad—anybody else seen *Communion*?), and summarily brain wash him, and send him out to help the Vykers find other critters on which to experiment. Too bad for Munch he doesn't speak very well... He has a tongue he can play like a recorder, which is fun, but it doesn't make for the most efficient means of communication.

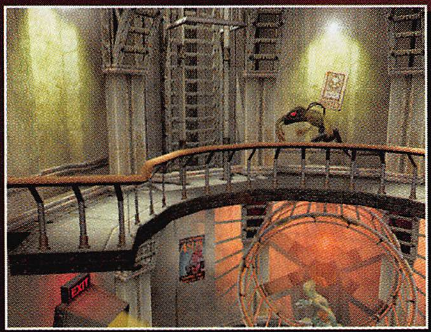


So, after being fitted as a Vyker lab rat, Munch is set loose on Oddworld to do his job—whence Abe comes into the picture. See, this time out, not only can you control Munch (who's an ace with all sorts of mechanical devices), but Abe as well, who still possesses the ever-handy ability to control anybody that might do him some form of bodily harm.

Together they team up to, well, save Oddworld from the insidious predations of... whom?



NOGGIN' KNOCKER





What Do Ya Got Under the Hood?

While the rest of the world is currently falling over itself, praising NAMCO's latest titles (*Tekken Tag Tournament* and *Ridge Racer V*), I think that maybe it will change quickly after PR on *Munch* gets revved up. While *Munch* looks absolutely stunning right now, keep in mind that the target spec of the game is **no more than** 60k polys per frame @ 30 FPS... Do some quick math, and that's approximately 1.8 million pps—doesn't sound like much, given the proposed PS2 spec. Then ask yourself this: have you yet to see a game that looks *this* good running on any other console? And having mulled that over, take another look at the shots littered about this page and tell yourself this is 'only' upwards of two million polys per second (you more jaded folks may want to check that you actually have a pulse). Now pick your jaw up, and join me in the next paragraph...

Shoot for the Stars

The only negative about *Munch's Oddysee* might be the simple fact that the game's design is **too** ambitious. To give you just a *small* idea of some of the things to be included in it, take a gander:

In one part of the game, your mission is to get a lazy, shiftless Glukkon promoted from lowly 'pud' (really, that's what they're called on the low end of the social scale) all the way up to 'Glockstar.' Not that there's really anything unusual about a Glukkon being lazy or shiftless... Anyway, in order to accomplish this odd goal, you'll have to find a way to get Lulu (the pud) from lowly gas station attendant all the way up the social scale, until he's one of the bigwigs in the Glukkon hierarchy.





Naturally, this is supposed to benefit Abe and Munch in some way. But *how* you accomplish this is where things get interesting.

As was the case with the first two Oddworld titles, morality plays a very important part for Munch and Abe at the conclusion of the *Oddysee*. Sure, it's easy to be a nasty little rotter, watch Mudokons die (at your own hands, in many cases), wreak havoc on the environment (oh yes, did I mention this game is ambitious?), commit other, random acts of wickedness and generally be less than a stand-up guy. But are you willing to? That's the trick with Lulu; sure, you can send him rocketing up the chain of command with very little effort—but are you going to feel good about it in the morning? O.k., maybe...

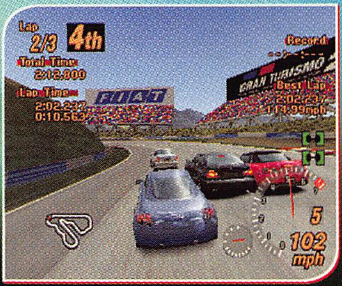
So Much to Say, So Little Time...

Due to the vagaries of last-minute printing crises, I've had to pare this preview down a bit from what I'd originally intended. The negative end is that you really have very little idea of *how* utterly amazing this game is going to be; just know that this lone example, featuring Lulu, barely nicks the surface of what could prove to be the deepest game of all time... More next month. **ECM**

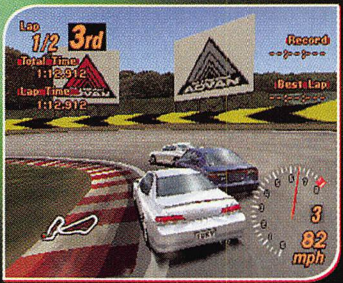


Now on
Sega
Dreamcast!
LEGACY of KAIN™
SOUL REAVER
EIDOS
INTERACTIVE
CRYSTAL DYNAMICS
eidos.com











You may think I'm excited about playing *Gran Turismo 2* on the PlayStation. The honest truth is that I'm not—well, not as much as you'd think. Don't get me wrong, I'm the biggest *GT* fan here, and I love a good sequel. When I got my mitts on *GT*, I instantly fell in love with the game; what more could a gearhead want out of a racer? It had everything. Yet the first thing to pop into my head was that the sequel, *GT2*, should skip the PlayStation, and appear in PS2-land. So I was kinda miffed when I heard Sony was working on *GT2* for the current PlayStation; I was so annoyed that I didn't even bother playing it at E3. I did manage to sneak a peek at *GT2000* on the PS2, though...<smiling big>

I shouldn't complain, in front of the hundreds of designers and producers out there, but I guess that's what us gamers like to do best; it's just never perfect. Polyphony did what it could with the *GT* engine and the PlayStation hardware back in '97, and it's doing the same now; smart men choose their battles wisely, and the design team's done just that. Instead of wasting time and resources trying to make the game look as good as *R4*, Polyphony has instead tightened the play mechanics, interface and overall control. If that wasn't enough, there are hundreds of new cars and a bunch of brand spanking new courses—everything from the Mini Cooper to the Autobahn-hungry Audi S4 is present and accounted for. I can't say every car available's made it into the mix, but I can bet you money there's something in here for everyone to drive. All in all, there's just more of everything. Whereas the first *GT* had cars that would interest prima-



GRAN TURISMO 2™

THE REAL DRIVING SIMULATOR






rily Japanese import aficionados, *GT2* has a wider, more varied stable of driving machines (and ultimate driving machines).

Each vehicle in the game can be souped-up, tuned and customized to your liking, and now, you can go so far as to use the rims of your choice—useless, but a nice little feature. Non-cosmetic modifications include suspension, gear ratios, brakes, engine displacement, exhaust, tires and anything else necessary to cut that 100th of a second off a good lap. But beware—while you can make a Civic run the ? mile in 11 seconds, you can also get the car's alignment out of whack and wear out some costly parts.

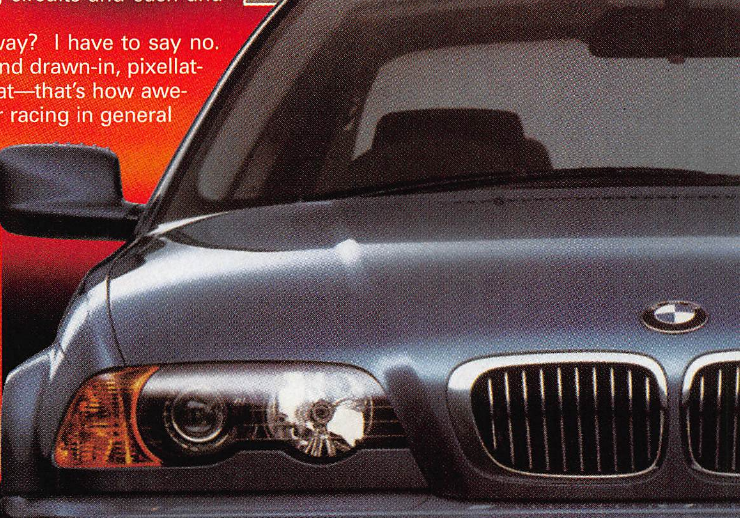



License-getting is, thankfully, less tedious than it used to be. I don't know if Sony wanted to make *GT2* more accessible to Little Timmy and everyone without Russell Racing School instruction; it'd sure make a lot of sense, based on how well *GT* did. There are a total of five licenses, but plugging in a *Gran Turismo* memory card (with licenses) will let you bypass the first few. Is that awesome, or what? Once you've gotten the "International A" license, every course and race become available.

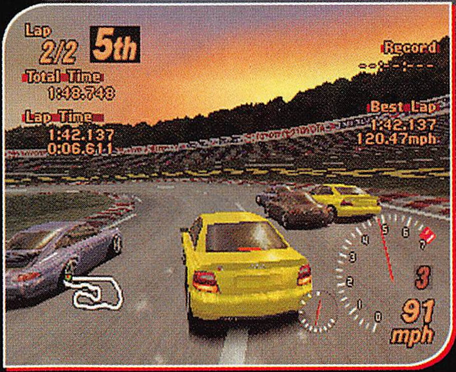
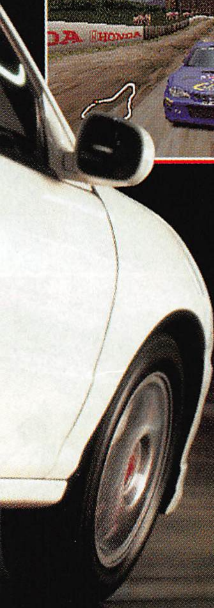
Yeah, I'd have to say GT2 is a racing fan's dream come true. It's as complete as a game can be, and remains the high watermark for the PlayStation. Even the most seasoned driver will have his hands full playing through this one. Getting licenses, racing circuits and each and every car will keep you busy for a long time to come.

No question—*GT2* is better than the first, but will it be seen that way? I have to say no. Visually, *GT2* isn't much to look at. You won't have to look very far to find drawn-in, pixellated textures or broken seams. But for once, I really have looked past that—that's how awesome a game it is. Anyone that is really serious about *Gran Turismo* or racing in general will appreciate this one for what it is; everyone who isn't should, too.

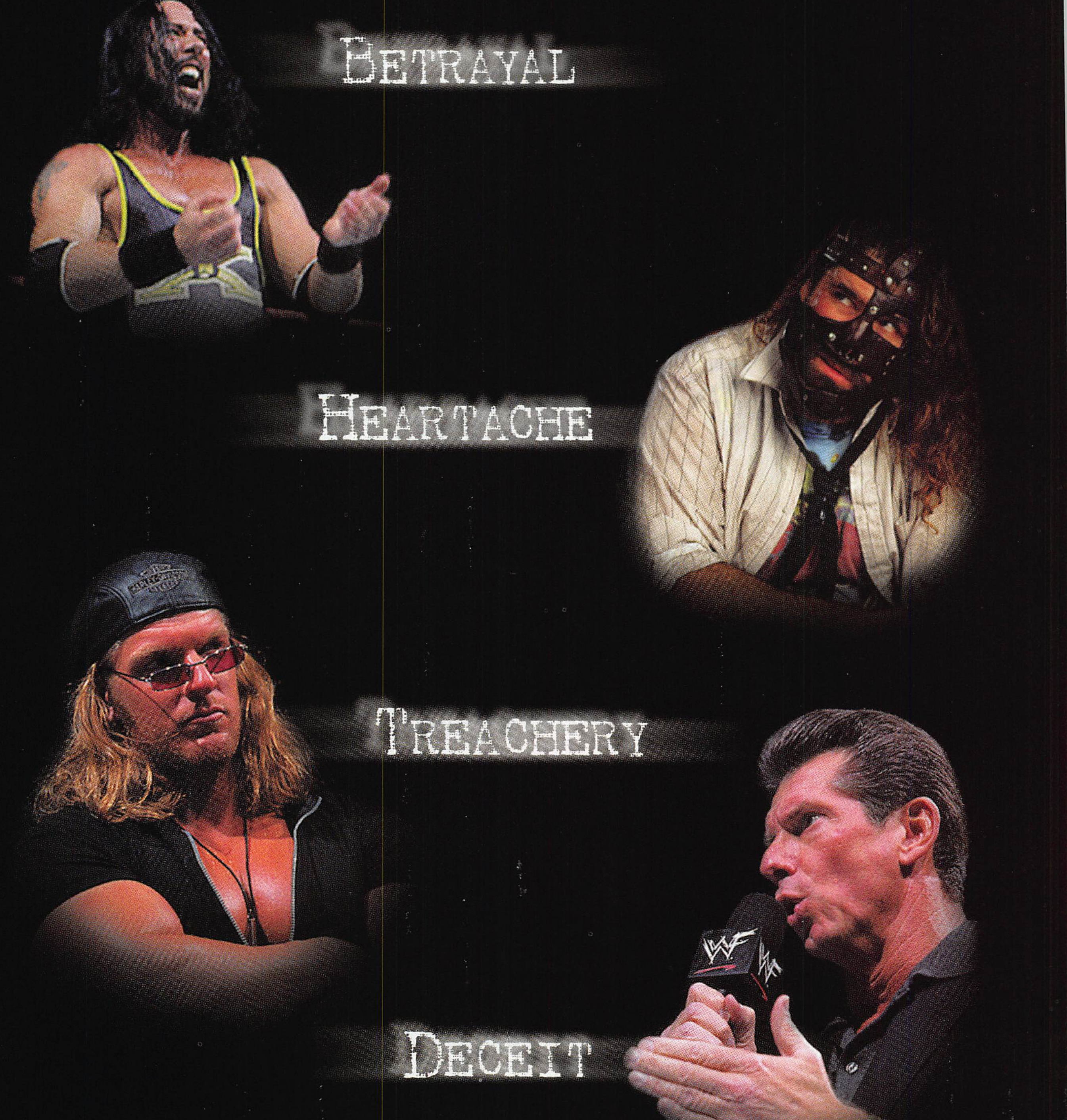
Cerberus wants to pick up an old Pinto and turbocharge that puppy.





Viewpoint Score: 97	Developer - Polyphony Publisher - SCEA	1-2 Players Available Now	Cerberus: PlayStation at Redline	R Review



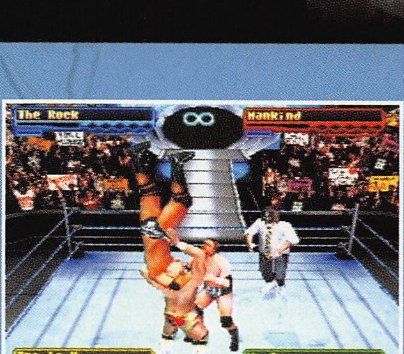
World Wrestling Federation®

PlayStation®

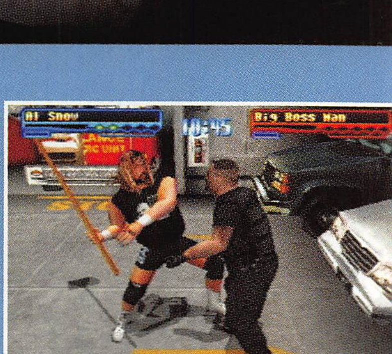
JAKKS INTERACTIVE™

RATING PENDING
RP
CONTENT RATED BY ESRB

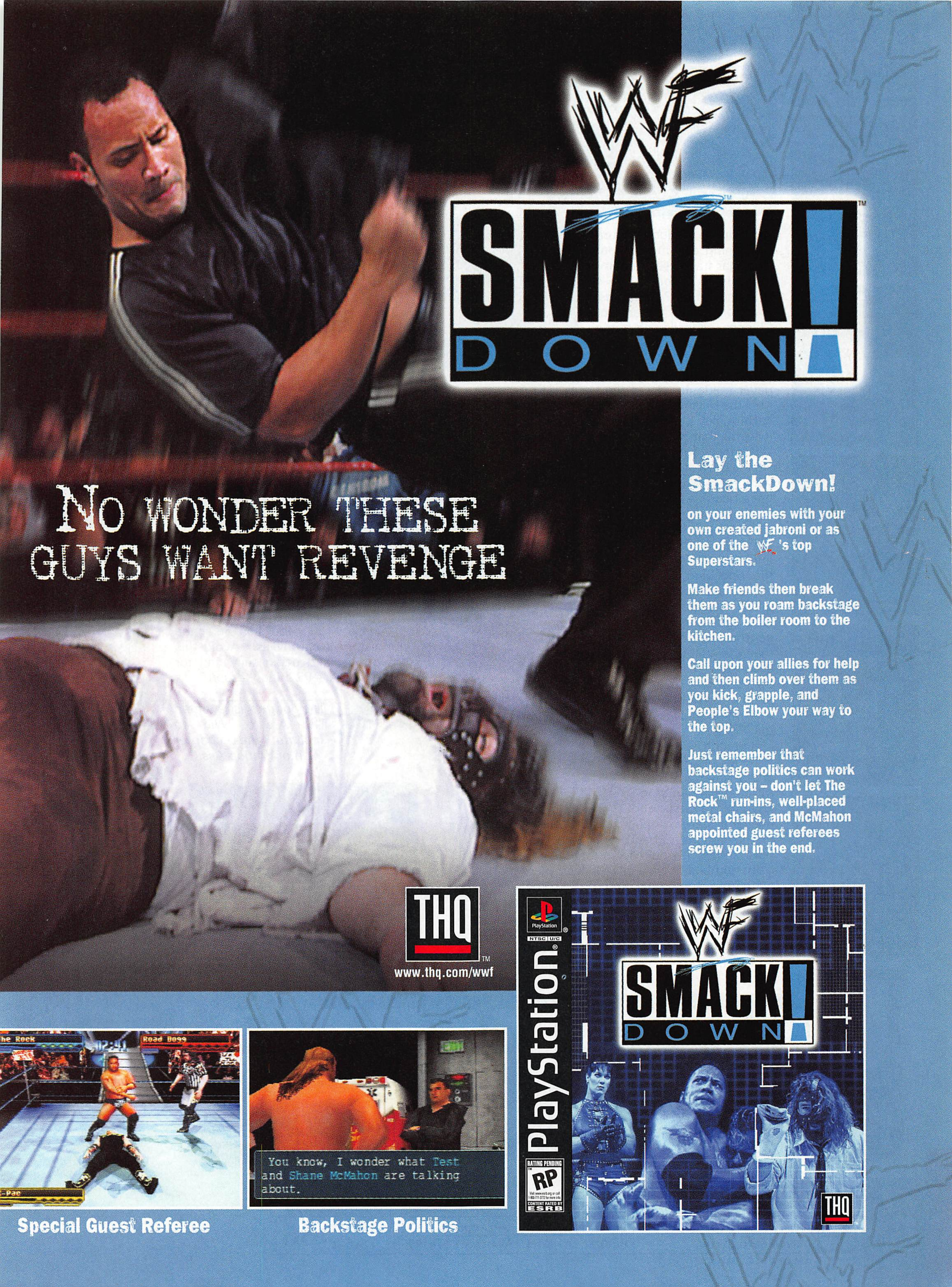
WWF.com
Download this!

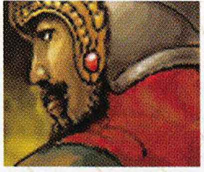
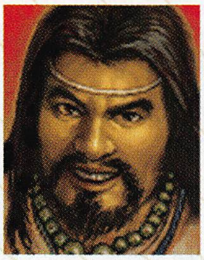
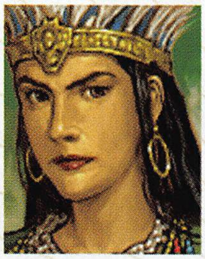
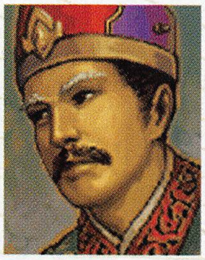
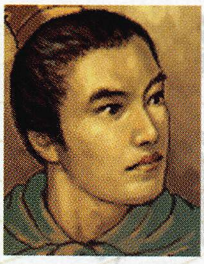
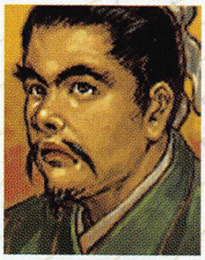


4-Player Action



Huge Backstage Area


WWF
SMACKDOWN!
NO WONDER THESE GUYS WANT REVENGE
Lay the SmackDown!
on your enemies with your own created jabroni or as one of the WWF's top Superstars.
Make friends then break them as you roam backstage from the boiler room to the kitchen.
Call upon your allies for help and then climb over them as you kick, grapple, and People's Elbow your way to the top.
Just remember that backstage politics can work against you – don't let The Rock™ run-ins, well-placed metal chairs, and McMahon appointed guest referees screw you in the end.
THQ
www.thq.com/wwf
PlayStation
You know, I wonder what Test and Shane McMahon are talking about.
Special Guest Referee
Backstage Politics

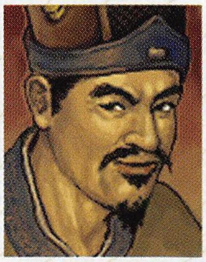







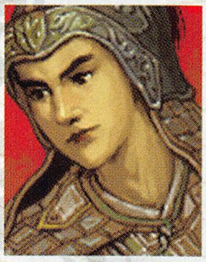


Battling to unite China... again.







One of the longest-running and most popular franchises in gaming has been Koei's *Romance of the 3 Kingdoms,* a historical sim of ancient Chinese warlords and a mix of strategy, resource management... Well, that's about it. And while *R3KV* never made its way to the states (SCEA gave Koei the Heisman so they could make room for such quality titles as *Blasto* and *Cardinal Syn*), it seems that there just might be a place in the U.S. market for its sequel.

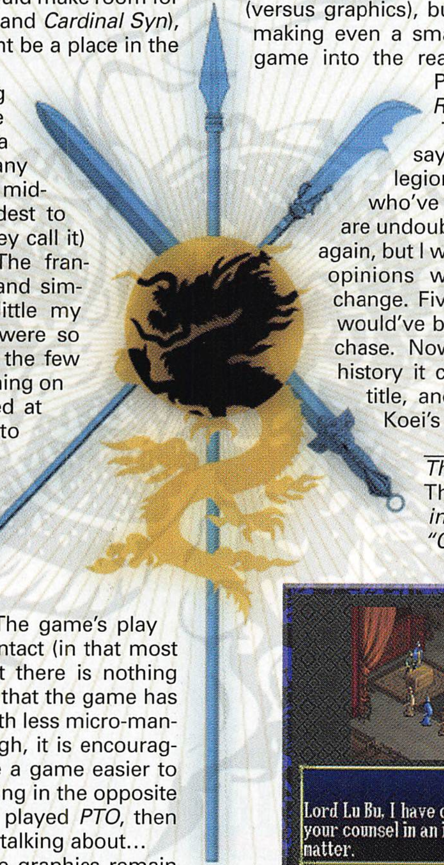
In the days of 16-bit gaming yore, *RoTK* was one of those titles I couldn't wait to get a hold of. I can remember many a night when I, burning the midnight oil, tried my damnedest to annihilate (or "unify," as they call it) the opposing warlords. The franchise's utilitarian graphics and simplistic interface tarnished little my love for the games—they were so engrossing, and they were the few that offered this style of gaming on a console. I still get excited at the thought of diving into another *RoTK* title, but I fear that my enthusiasm may die here on the PlayStation.

I look at *RoTK6*, and I have a really hard time finding anything to cheer about. The game's play mechanics are completely intact (in that most of the options remain), but there is nothing new. In fact, it would seem that the game has been dumbed down a bit with less micro-management. Admittedly, though, it is encouraging to see developers make a game easier to manage—as opposed to going in the opposite direction, and anyone who played *PTO*, then tried *PTO2*, knows what I'm talking about...

I can also tell you that the graphics remain completely utilitarian, with some quaint little 2-D animations tossed in to break up the monotony. I am all for game play (versus graphics), but I scold Koei for not making even a small effort to bring this game into the realm of 4th-generation PlayStation titles. *RoTK6* is an eyesore.

There is little else I can say about this title. The legions of fans out there who've followed the franchise are undoubtedly excited to play it again, but I warn you now that your opinions will more than likely change. Five years ago, this game would've been a worthwhile purchase. Now it looks as old as the history it chronicles. Avoid this title, and begin salivating for Koei's PS2 title, *Kessen.*

The Judge has rewritten The Art of War *to include the chapter "Can of Whoop-Ass."*





天地人

Romance VI of The Three Kingdoms
Awakening of the Dragon

PlayStation



R REVIEW Judge: "...See your enemies driven before you..."	Developer - Koei / Publisher - Koei	1 Player / Available Feb '99	Viewpoint Score :66



It must've been quite a challenge for reluctant Capcom, one of the last believers in 2D, to port their arcade masterpieces to the PlayStation, a console that does 2D about as well as the Game Boy. *X-Men: Children of the Atom* was a horrible mess, with animation hardly better than the SNES or Genesis, and long load times to top it all off. Then came *Marvel Super Heroes,* which wasn't too bad, though it didn't match the respectable Saturn rev. Then, once the crossover *Versus* series was introduced, they found themselves facing an even more difficult task: How could the PlayStation load four characters into RAM when it could barely handle two? Through some programming trickery, shortcuts and forgotten frames, Capcom was able to squeeze *X-Men vs. Street Fighter* onto a shiny black CD. Not that the results were that fantastic... Honestly, they were forgettable, at best, now that I think about it... Then *Marvel Super Heroes Versus Street Fighter* was released in their last attempt at the series—until now. *Marvel versus Capcom* has finally arrived. The verdict? Read on...

So how, you may ask, does Capcom plan to reproduce the three-on-three match-ups (already seen in arcades and on the Dreamcast) without compromising the psychotic pace? Well, there are no plans to pit three against three, and tagging in and out isn't a viable option unless you want to play against a team of identical characters. Once you pick a primary character—Strider, for instance—you'll need to choose a Team Partner or a Special Partner. A Team Partner is any one of the main characters that'll assist you with Variable Counters and Hyper Team Attacks. If a Special Partner is chosen (like Lou or Maki), that Special Partner will repeatedly appear during a Duo Team Attack. Unlike the DC version, Special Partners can be called upon infinitely throughout the match...



Which brings me to a very important aspect of *MVC:* The balance has gone the way of the dodo. Balance: no. Cheese factor: a resounding "yes." Choose Psylocke or Colossus, perform a Duo Team attack, and you'll be practically



unstoppable. While your opponent is busy blocking your multi-hit attacks, you can perform Super Combos until the Super meter is exhausted. These changes make it a whole new game; whether that's good or bad remains to be seen. It's really fun beating down the computer, but it isn't something I'd want to play with Eggo—or anyone else for that matter.

Ultimately, if I'm not going to play *MVC* with someone else, then I'm not going to play. Like I said, I do like tearing the AI a new one, but even that will get old muy fast. If you're starved for *MVC,* you'd be better off picking up a Dreamcast, or heading over to Golfland for the real thing. Capcom's come a long way in the 2D department; *MVC* is fast, nice to look at and features a really unique scaling effect in close combat. But it's only a passable third place—and why have bologna when there's filet mignon?

Cerberus couldn't find the Roll code in time to pull out the Rock Nation.

Viewpoint Score	Developer - Capcom	1-2 Players	Cerberus: Capcom	R Review
79	Publisher - Capcom	Available Now	Versus PlayStation	



"At Last... a Medie


val Tomb Raider..."
-Official U.S. PlayStation Magazine

"After reaching legendary status on the PC, the Might and Magic universe is ready to cast its spell on the PlayStation."

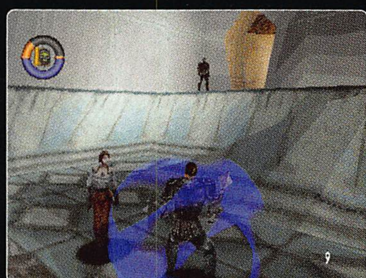
-GamePro

Play It With a Vengeance.

Prepare for the ultimate battle of good and evil. As Drake, a lone mercenary toughened by years of hardship, you're swept up into the midst of a Crusade in the incredible 3D fantasy-action lands of Ardon. Your only mission is to rid the land of the same vile evil that annihilated your family. Then, and only then, will you have your revenge!

- A unique blend of action and role-playing
- Conquer 5 dark and hostile worlds, over 15 levels in all
- Slay your enemies through scores of grueling quests
- Go to battle armed with a variety of wicked weapons & sizzling spells







CRUSADERS -OF- MIGHT AND MAGIC™



PlayStation
TEEN
T
CONTENT RATED BY ESRB
PRIMA GAMES
Prima Strategy Guide Available
PC CD ROM
3DO™
www.mightandmagic.com

The "buddy-system" has a whole new meaning in...



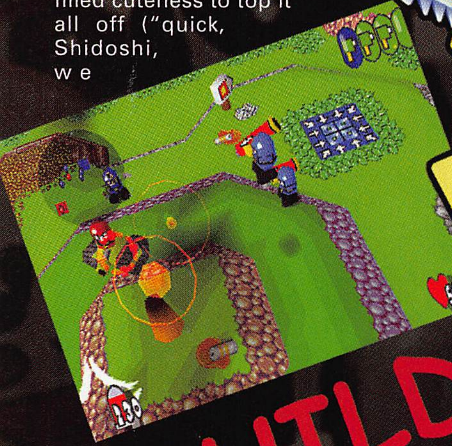
After touring the Psygnosis booth at E3 last year, I emerged speaking not about 400mph hovercraft racing, driving on the ceiling or the lens flare of the Red Sun; nay, the single title to grab my attention was this little number, *Team Buddies* (note: that's the working name right now, subject to change to something incomprehensible like *Pillbox Wars: Vengeance!* by the time it's released).

So what kind of game is this? Well, *Team Buddies*, as with its little-known likeness *Cannon Fodder*, defies classification. It's a mix of explosion-filled combat, real-time strategy and multi-character micro-management...with a sickening dose of sugar-filled cuteness to top it all off ("quick, Shidoshi, we need twenty ccs of insulin, stat!"). In terms of play mechanics, it's a real-time strategy game: the goal is to eliminate enemy forces. To accomplish this, you must build armies and arsenals vast, then go forth to spread your own brand of pocket-sized justice.









BUILD! your team

DEFEND! your base

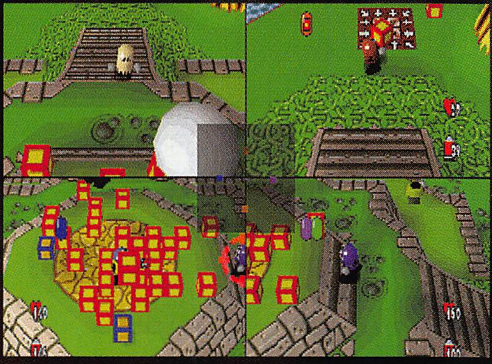


To build other buddies, you must stack crates within the designated buddy-building area, then kick them to reveal their contents. Get the right combination of boxes on top of each other, and you'll get another buddy (ninja buddies, commando buddies, cyborg buddies, etc.) to order around or take control of yourself. Other box formations will give you weapons of mass destruction (flame throwers, bazookas, lasers, etc.), super-powered vehicles (tanks, stealth tanks, bombers) or plain ol' health (a.k.a. "chicken" among GF circles).

While the name of the game is *Buddies*, there's no friendship here. Expect to see your miniature, pill-shaped soldiers run over by tanks, crisp-fried by flamethrowers, or bombed like... Well, there really is no politically correct punch-line that fits there, is there? Suffice to say that there's action aplenty, so those with short attention spans need not worry. You'll find nothing but cutesified combat here, with the option of four-player madness via multi-tap!

The target ship date for *TB* is March of 2000, but our preview build is still early, with just four levels. The final's supposed to have sixty-four levels, sixty vehicles, thirty-five characters and nearly thirty weapons—ambitious promises which, if the developers come through next month, will only make a great product even better. This is *the* Psygnosis title to watch for! **E**





ANNIHILATE! your opponent



PREVIEW	EGGO: You've got a friend in me...	Developer - Psygnosis	1-4 Players
		Publisher - Psygnosis	Available Mar. '99









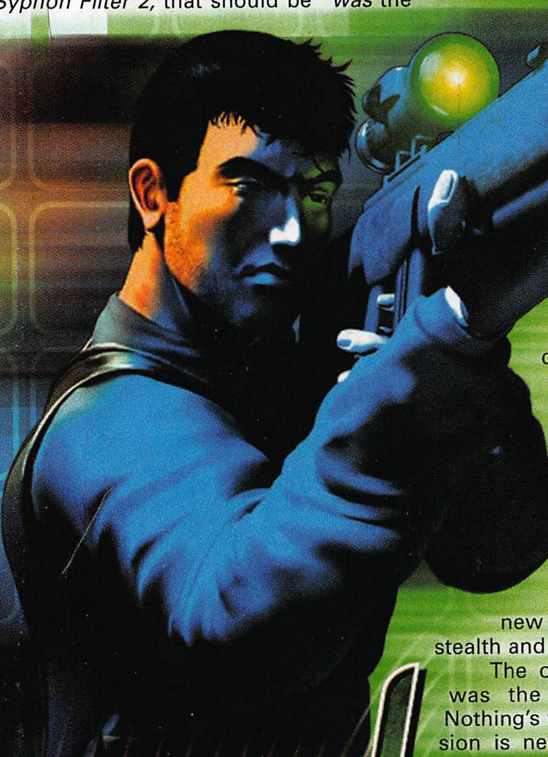




In the coming issue, when GameFan chooses its best of the Class of '99, you can bet that *Syphon Filter* will be at the top of my list. While *Crash Team Racing, Tony Hawk's Pro Skater* and *Monster Rancher 2* are brilliant titles, *Syphon Filter* was the game that really sunk its hooks deep in my gaming psyche. I can still remember sitting in front of my 32-inch television, lights off, skulking through the park level, sniping baddies. Then there was the feeling of devilish glee I had executing groveling scientists in the bowels of the cathedral. One shot to the base of the skull with my pistol just wasn't enough…I had to use the combat shotgun. Without hesitation, *Syphon Filter* is the best gaming experience 989 has ever delivered on console—better even than the mighty *Blasto.*

Maybe now, however, with the release of *Syphon Filter 2,* that should be "*was* the best gaming experience". A year has passed, and the title I have yearned for more than any other has finally been made available. *Syphon Filter 2* is here, and it just may one-up its predecessor... Time to step once again into the shoes of Gabe, über-covert-op and all-around dangerous dude.

With an even deadlier arsenal of weapons at his disposal, Gabe again does battle with the nefarious forces of the world to save us from their vile machinations. While much of the plot remains a mystery, I must confess I care very little. The story may end up as compelling as the first game's, but it's not what makes the game the thrill ride that will likely be *SF2's* selling point. The fact of the matter is: once the next mission commences, you're immersed in the moment, trying your best to complete your objectives.



Much of *SF2's* strength will come not from better graphics or more innovative gameplay but incredible depth. *SF2* will feature over 20 levels packed into a 2-disc set. Even better, you'll be allowed to play as Xing for some of them! Numerous weapons have been added for you, including a flamethrower and crossbow (oh, I cannot wait to use that thing!), as well as a new shotgun and some nifty new stealth and reconnaissance technology.

The only annoyance in the first *SF* was the broken save-game feature. Nothing's worse than dying when a mission is nearly finished and boarding a one-way train back to the start of the level. Now, you'll be able to save at mission checkpoints (ECM's Note: <grah!>, lame, PC-style, save-my-unskilled-ass saving) to insure that you aren't continuously toiling away at sections of a mission already complete (ugh, that museum level got tedious).

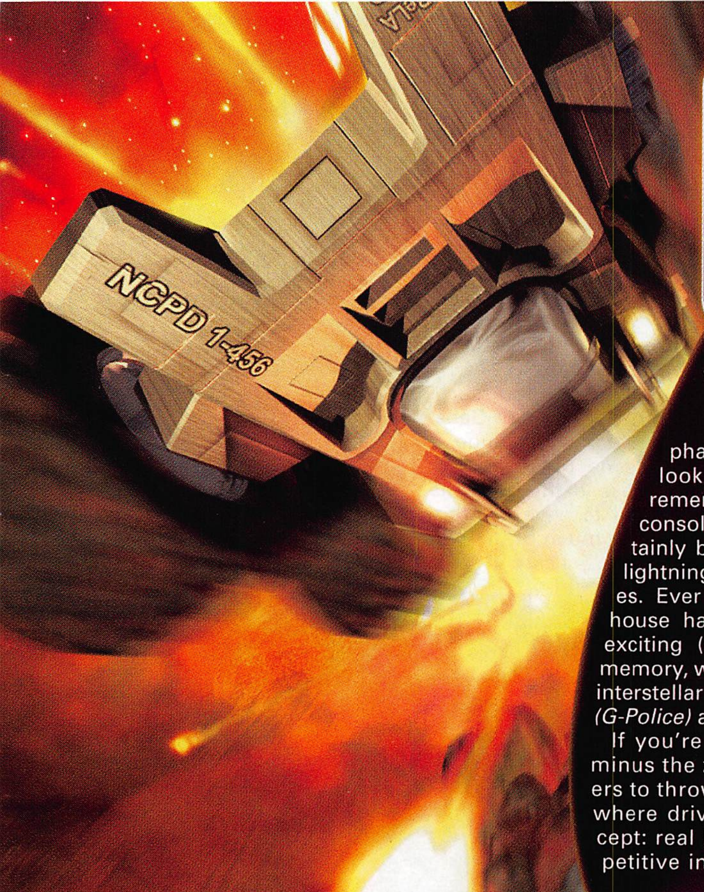
I raise a skeptical eyebrow at the inclusion of a multi-player mode. The death match has become the option flavor of the year and, quite frankly, it sucks on just about every console game (remember *Jet Force Gemini* or *Tiny Tank?* Yikes!). The fact that you can go head-to-head on 15 different maps only makes me nervous... The addition of a crummy option can often tarnish an otherwise brilliant product.

I remain vigilant, however; *Syphon Filter* was a marvel of gaming, and there is no reason for you or I to doubt the sequel. Stay tuned for more information on Gabe and the rest of his spook friends.

Syphon Filter 2

DEVELOPER - 989 STUDIOS	1 PLAYER	JUDGE: MORE SHENANIGANS
PUBLISHER - 989 STUDIOS	AVAILABLE MAR. '00	IN THE CORRIDORS OF POWER...

P PREVIEW







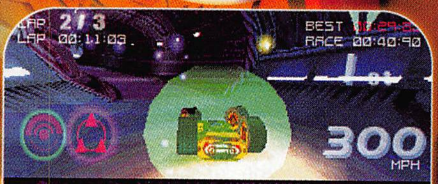


When all is finally said and done on the PlayStation, and Sony at last decides to phase out their aging poly-pusher, we'll look back on its illustrious life and remember several key moments of the console's success. One of them would certainly be the day Psygnosis unveiled their lightning-fast *Wipeout* to the gaming masses. Ever since, the British-born development house has churned out some of the most exciting (and painful) moments in gaming memory, with a slew of titles—everything from interstellar combat *(Colony Wars/Blast Radius)* to post-apocalyptic law enforcement *(G-Police)* and, of course, full 360-degree jaw-dropping racing action *(Rollcage)*.

If you're not familiar with the original *Rollcage*, here's a quick crash course, minus the zero-gravity: Imagine a weapon-oriented racing game that allows players to throw aside conventional laws of gravity and compete in a futuristic circuit, where driving upside down is the recommended means of travel. What a concept: real limit-free racing, with the thrills and frills of a cart game and the competitive intensity of a true console racer. Indeed, against Psygnosis' *F1 '99* and

rollcage STAGE II













Rollcage Stage II, Sony's checkered pride *Gran Turismo 2* might very well find itself struggling to retain that number-one spot as the PS's premiere console racer.

You might say Psygnosis knows a thing or two about crafting sequels...lots of 'em. Not content with the bare minimum, the talented lot at ATD—also responsible for Atari's famed *Battlemorph* and *Cybermorph* (famed by some, mind you...just don't drink too much coffee while playing either)—have expanded the initial *Rollcage* design with a stable of new features, like a ton of new weapons, tracks, cars and sixteen adrenaline-basted game modes. Various other modes allow players to compete in some pretty unusual mini-games, like tricking it out on a halfpipe for points and, would you believe rubble soccer matches? Not so strange, considering *RSII* was developed in Warwickshire, England...

A major criticism from players of the first *Rollcage* was of the disorientation they faced when they accidentally struck a wall or another vehicle. The game wasted precious time getting your car turned around and, believe me, your competitors quickly capitalized on your mistakes...I suspect many a *Rollcage* ROM suffered a grisly death at the hands of frustrated players. Fortunately for *Stage II*, it's now much easier to stay on course—even in a severe crash or with a missile up your tailpipe.

As the PS2 inches closer to its American release, I'd imagine most gamers would start appraising their PS collection for future trades. With games like *RSII, Medieval 2* and *Syphon Filter 2* on the horizon, you might just think twice about dumping the good ol' stand-it-on-its-side PS. The best is definitely yet to come! **F**

P PREVIEW	FURY: SHAKE, RATTLE AND ROLL <ARGH>	DEVELOPER - ATD	1-2 PLAYERS
		PUBLISHER - PSYGNOSIS	AVAILABLE MAR. '00







Ever sit down while playing a game thinking "This is really cool!"? Originality is golden, very golden indeed. But everything is a copy of everything else nowadays. Originality isn't always an option. Good execution, though, is an acceptable substitute for originality, at least in my book, and *Silent Bomber* will likely please the most stringent critics next summer. Reminiscent of high-speed twitch games like *Trap Gunner* and *Bomberman*, *Silent Bomber* is truly a unique title.

Bombs are the Silent Bomber's only method of attack, but C4 and liquid explosives don't stop him from moving around like an Olympic gymnast. No one wants to plant a pack of C4 without knowing detonation time. Detonation is independent of bomb placement, so that means a set of bombs won't blow unless you want it to. Three liquid bombs give Jutah other abilities. Napalm bombs fill an area with fire, Liquid Gravity conjures up a portable black hole that keeps attackers in place and Paralysis bombs freeze enemies temporarily. A load of stages increase in difficulty and differ in their objectives. Some missions have Jutah blasting enemy structures, others require that he protect allied ships.

"Reminiscent of high-speed twitch games like *Trap Gunner* and *Bomberman*, *Silent Bomber* is truly a unique title."

A VR Arena mode gives two players a chance to find the better bomber. Aside from Jutah, players will choose from bosses that appear throughout the game. VR mode isn't limited to two players. If you have no friends, like UMF, the computer-controlled characters will gladly kick your booty.

Bomberman is a major influence, or so it seems, but there's a lot that's been ripped from other games... *Contra*, *One*, even *Panzer Dragoon*. The action is straight-up *Contra* with camera angles and dynamics from *One*. A lock-on system is the single *Panzer* inspiration. The frosting on all of this is that the game looks suspiciously similar to *Metal Gear Solid*. Like *The Matrix*, I can appreciate a product that takes ideas from various sources and uses it well.





These days if it's on PlayStation, it's either an RPG or a sports game of some sort. Heya, lookie here, it's neither and it has potential. This one's already done; it's up to Bandai to properly localize it. There's just not enough games that separate themselves from the bunch; *Silent Bomber* might. If the U.S. team can do half as good as the Japanese team did, *Bomberman* fans everywhere will smile. **C**



Silent Bomber

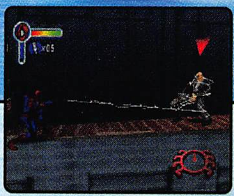
DEVELOPER - CYBER CONNECT	1-2 PLAYERS	CERBERUS: THE SILENT BOMBER
PUBLISHER - BANDAI	AVAILABLE 2ND QTR.	WHO BOMBS IN SILENCE.

P PREVIEW

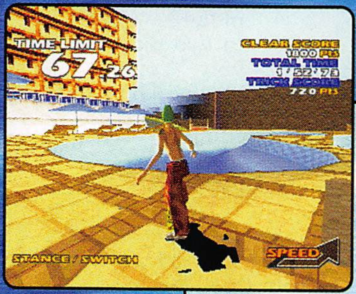
COMING SOON

COMING SOON COMING SOON COMING SOON COMING SOON COMING SOON COMING SOON COMING SOON

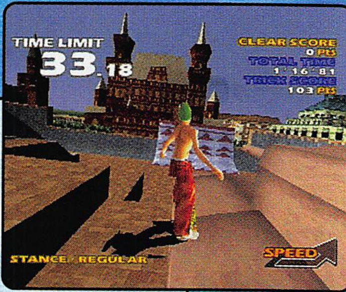


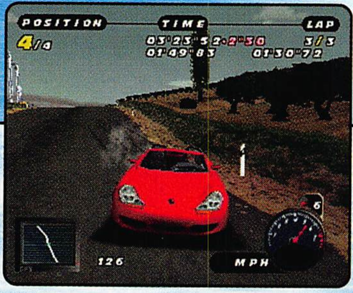
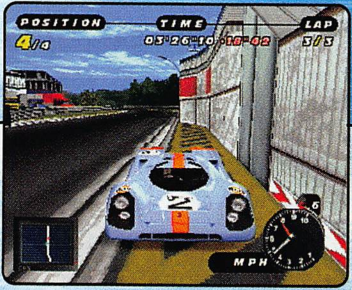
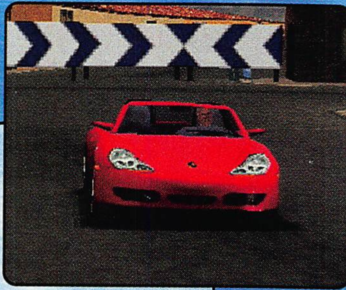

Spiderman (Neversoft) — Everyone's favorite web-slinger returns to the virtual world courtesy of Neversoft, developers of the amazing *Tony Hawk Pro Skater* and ECM's beloved *Apocalypse.* The big question: Will we be able to play as Aunt May?





Street Sk8er (Electronic Arts) — Trying to grab some of that Tony Hawk pie, EA gives skating another go with *Street Sk8er Deux.* Keep your fingers and ollie pads crossed that the sequel tops the first.

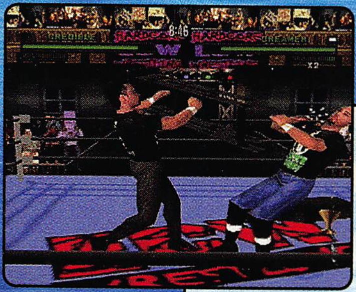
Need 4 Speed (Electronic Arts) — *Gran Turismo* isn't the only heavy-hitting racer to get a sequel. If you missed out on the thrills of *High Stakes, N4S* will gladly deliver yet another thrilling, Autobahn-worthy performance!







Kessen (Koei) — Step aside, *Romance of the 3 Kingdoms*—Koei's first PS2 effort is set to deliver more strategy-filled game play and a ton of unbelievable cinemas. The Judge is already drooling!







ECW Wresling (Acclaim) — Wrestling games just keep on coming... Nooo! Acclaim injects Extreme Championship Wrestling with a bit of attitude, in their latest testosterone-laced pro wrestling title.



DECEPTION III
DARK DELUSION
SWEET
DREAMS
LITTLE
ONE.
PlayStation
RATING PENDING
RP
CONTENT RATED BY
ESRB
Dark Delusion / Deception 3™ 2000 Tecmo Inc. Tecmo is a trademark of Tecmo, Inc. PlayStation and the PlayStation logos are registered trademarks of Sony Computer Entertainment Inc. The ratings icon is a trademark of the Interactive Digital Software Association.
TECMO
www.tecmoinc.com

NINTENDO64

Reviews

Tarzan

Disney's TARZAN™

If we put aside the painful Phil Collins-inspired soundtrack (as a child I was forced to listen to Genesis by my older sister... Hey, we all have skeletons in our closet), *Tarzan* is easily the most impressive animated Disney flick since *The Lion King*. Everything about the film is top-notch, from the compelling story to the insane animation. And *Tarzan* proved to be not only King of the Jungle, but of the box office as well.

While a game based on the movie is a no-brainer, I'd be lying if I told you I expected anything even remotely good.

Perhaps it was the tortuous experience that I had trying to capture screenshots of both the PlayStation and N64 versions of *A Bug's Life* that had me worried from the start. Would it be possible for a developer to deliver properly the thrills of *Tarzan's* wonders (i.e., "vine surfing" and stampeding elephants)? *Tarzan* comes home with a virtual adventure worthy of a spot in any hardcore gamer's collection, and deserves a place alongside Disney greats like *Mickey's Castle of Illusion* and both *Aladdin* titles.



2.5-D on the N64, and in a platformer, no less!?! Have I entered into a lost dimension—a dimension not only of sight and of sound, but of sprites and parallax...? Early on in the game, we find a very young Tarzan, jumping and swinging through lush stages as the camera twists and turns, giving one the feeling of deep exploration of an expansive jungle environment. Hence the 2.5-D play. Fallen trees act as bridges, revealing hidden secrets such as coins, fruit and other goodies. Although Tarzan has an unlimited supply of fruit to throw, certain-colored pieces allow for stronger attacks, and as stages are completed, special story screens open up (similar to how most games now include art galleries).



Incredible 2D action swings onto the N64!





After all, how could *Tarzan* be complete without details on the orphan's coming of age? As you progress through the game, you can take control of an older and wiser Tarzan, and eventually (if you're lucky enough to survive), you'll encounter stages where you can even play as Jane, or Tarzan's simian cousin, Terk.

Level design and variety are key factors in *Tarzan*'s success. European developers Eurocom have crafted numerous stages that mimic perfectly the action seen on the big screen. Everything you might have thought cool about the film is included. Dodging elephants, skating vines like a Malibu surfer, battling ferocious leopards... You'll find enough action to satisfy even the most hard-core players <ahem, ECM—one man, zero continues...no regrets>.





Tarzan originally appeared on the PlayStation, but on the N64 it's not just a mere port—oh, no. All at Eurocom have gone against the grain and tweaked the camera, so the action often appears blitzingly large. Control is far more responsive than the PS rev as well. Both games truly shine, visually, and while the PS might allow for more vibrant colors, the N64 offers a welcome relief from the horrors of pixelated graphics. Either way, regardless of which version you own, *Tarzan* is a great game—possibly the best 2D-ish game I've seen since *Klonoa of the Wind*. Uhh, what's that you say, you're not familiar with Namco's *Klonoa*, eh? Guess I'll just leave that rant for another review.



Movies don't always translate well into games; just ask GameFan's own Joe D., responsible for the layout of the majority of GF Books and the *Independence Day* strategy guide. One utterance of Will Smith's name, and the poor guy breaks out in painful rashes, spouting horrific incantations from Bill Pullman's presidential speech (see movie)... Take my word, it's not so motivating when you've got dripping chunks of wet "chaw" splattering your face. *Tarzan,* on the other hand, actually does justice to its big-screen counterpart, and proves that the fun machine *can* deliver a quality product beyond the confines of 3D. No, *Yoshi's Story* doesn't count—sorry, I said a **quality** product.

Fury once tried to swing like Tarzan from his parents' crystal chandelier—but it broke, and he fell. Now he gets hit with quotes of the day way too often.



VIEWPOINT SCORE	:90	DEVELOPER - EUROCOM	1 PLAYER	FURY: PET
		PUBLISHER - ACTIVISION	AVAILABLE NOW	CEMETERY 3?

R REVIEW

COMING SOON

COMING SOON COMING SOON COMING SOON COMING SOON COMING SOON COMING SOON COMING SOON

NINTENDO 64



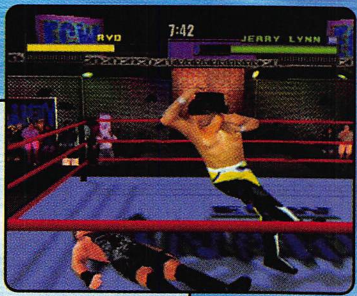




Banjo-Tooie (Rare) — Banjo and company make their long-overdue return to the Fun Machine and, man, does this game look sweet! Expect plenty of humorous game play and jam-packed visuals to accompany this one.







ECW Wrestling (Acclaim) — ECW—broken tables, barbed wire and a cheese grater to the forehead... it's all in a day's work for the ECW wrestlers. Join Raven, Tommy Dreamer, Sandman and Mike Awesome as they bring down the house in the ECW arena.







Space Invaders (Activision) — One of the all-time Arcade greats returns with a whole new look and improved game play. Sadly, this is just a port of the PS rev, but hey... we don't have to wait for the game to load <grin>.







Rally Challenge 2000 (SouthPeak) — Making an appearance in *Gran Turismo 2*, rally racing is becoming quite the trendy sport these days. Though *Rally Challenge 2000* looks promising, will it be enough to beat out *Top Gear Rally 2*?







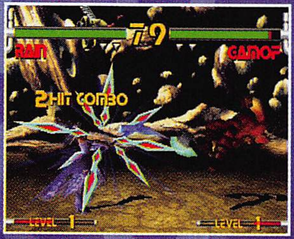
Battlezone 64 (Crave) — If you thought *Battletanx 2: Global Assault* was one eighty-caliber blast, wait'll you check out *Battlezone 64*, with more multi-player mayhem for anyone old enough to remember *Battlezone* in arcades.



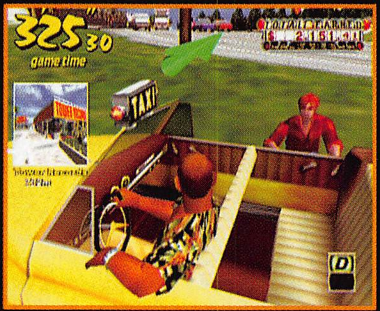
Famine...
Revolt...
Plague...
Rebellion...
The struggle continues...
War-torn China awaits your unification.
Romance of The Three Kingdoms VI
Awakening of the Dragon
• New & improved battle units including Northern Riders & the naval units of Wu
• Redesigned Battle system & new Plot system for more tactical latitude
• New duel-based strategies for more control of the action
• Over 500 characters and 100 historical event sequences
• New personal goals/ambition parameter & defensive traps
• New Chronological Records system comparing player progress to historical events
• 7 new short scenarios & 7 full-length campaigns
• 1 – 8 Player excitement
www.koeigames.com
©1999 KOEI Corporation and KOEI Co., Ltd. All rights reserved. PlayStation and the PlayStation logos are registered trademarks of Sony Computer Entertainment Inc. The ratings icon is a trademark of the Interactive Digital Software Association."

Dreamcast

Reviews

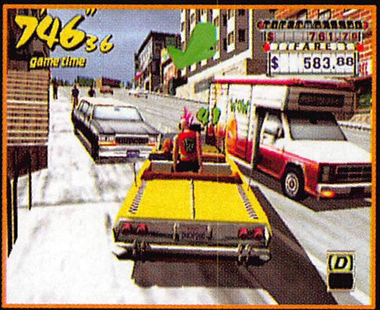


Preview











Dreamcast: Lord of the Killer App

There are triple-A, killer-app, 'gotta buy the console to play it' games reproducing on DC right now, making like a band of mad rabbits (and a run at the latest edition of the Guinness Book of World Records). Games like *Sonic Adventure, Power Stone, Soul Calibur, Shadowman* (no, I'm not joking) and *TNN Hardcore Heat* (this one's a joke) have raised the bar to such a level that unless you are among the most highly system-biased, you'll be hard pressed to find a place to moor the good ship Jaded on DC Isle. Well, *Crazy Taxi* may just be better than **all** of them (yeah, even better than *Hardcore Heat*—I can hardly believe it myself).

Let Me Get This Straight

Yes, the goal of *Crazy Taxi* is nothing simpler than picking up passengers and delivering them to their desired destinations. Sound overly simplistic? Well, try this one on for size: In order to make it to the required destination in the specified time (did I mention there's a very cruel time limit imposed by each passenger?), you'll have to do what I like to refer to as creative driving—and there's nothing defensive about creative driving.

Careening through, across, and over the highways and byways of a fictitious city teeming with incredible amounts of traffic, pedestrians and passengers all bent on going somewhere or being sent somewhere, *Crazy Taxi* is pure,



adrenaline-based game play. As you rocket passengers to and fro, through the massive confines of the DC city, you'll have to bowl down other cars, blast by peds and generally wreak havoc on an unsuspecting populace. The best part of it all, though, is that there're **no** rules and **no** law enforcement.

While it's possible to ram your way through everything, the skilled driver will come to grips with the beautiful Crazy Boost and Crazy Drift (among a host of other special abilities). Once you're dialed in to these fundamentals, you'll post record times and record scores, while threading the needle once every half second. You'll make Formula 1 drivers like Shumacher and Hakkinen look like toddlers on their first training wheels.

The key to *Crazy Taxi* is that it's arcade gaming in its purest form. This game (technology willing) should've been released back in the heyday of arcade games; it may resemble a racing game, but it's **so** far beyond the mundane world of driving games that it's in a class all its own.

Picasso Never Had It So Good

Graphically, *CT* is brilliant, with blazing, balls-to-the-wall, white-knuckled "Cap'n, I'm givin' her all she's got" velocities—the likes of which no game based, however loosely, on an automobile of any sort—has **ever** seen. Not only is the sheer speed of the game a) pantaloon-soiling and b) britch-besmirchingly rapid, the frame-rate is also a blessed 60 FPS, 90% of the time—which is a good thing, because this game will convert you into a black-tar adrenaline junkie in about the same amount of time it takes one these cabs to blast from 0-120 MPH.

The textures are crystal-clear and maintain their stunning clarity, even up close; the same fine gent that designed the blazing look of *Top Skater* handled the art direction (only 14k for your own machine... and believe me, I'm sorely tempted). Yes, there is a hint of slow-down every now and again, and yes, there is some nasty pop-up derived from the arcade version. However, if I hear one person bitch and moan about how it makes the game any less incredible or any less playable, my crack squad of monkeys and I (mainly howler and spider) will pay you a special visit... I been feedin' them **lots** of onions and Tabasco sauce—and we all know what a monkey's weapon of choice is, don't we (rhymes with 'bit')? In other words, if the camera issues in *Sonic Adventure* somehow spoiled the game for you in any way, you'd better start boarding up those windows and locking those doors... 'cause we're comin' a-knockin'.

Hit It, Charlie!

With the songs of the Offspring and Bad English blaring through a decent sound system (and driving everyone near you batty in the process), you'll wonder why more games don't take 'real' tunes and incorporate them into the game. *Top Skater* and Pennywise were a marriage made in heaven, and the same can be said of the bands featured in *CT*.

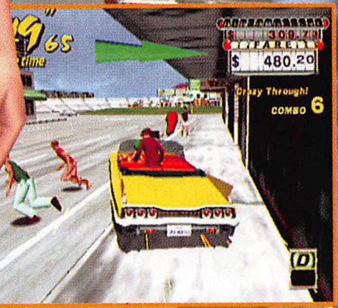
This is **the** Dreamcast game to get for the first quarter of Y2K. In fact, depending upon where *Ecco* lands, it may be the best game to land on the DC in the first six months of the year. As it stands right now (late December), this is the **best** DC game I've played since *Sonic Adventure*. It's a new, high water mark for a console that's becoming synonymous with high water marks—how exactly Sega goes about topping this arcade-based beast is beyond me. But who cares, right? It's here, and you need to GO BUY IT NOW!!!

Hailing from New York, ECM knows all about crazy taxis...the only difference is he knows where he's going for a change.

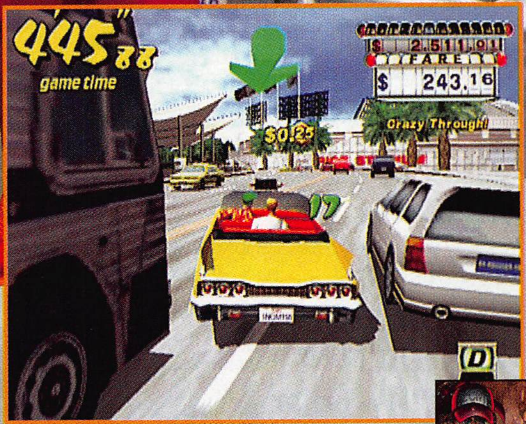


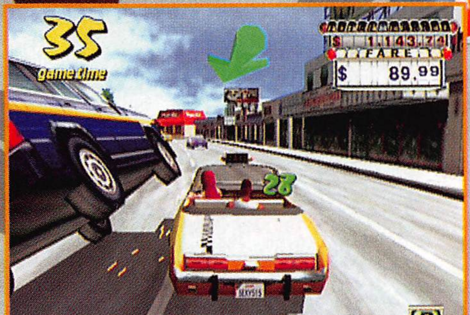














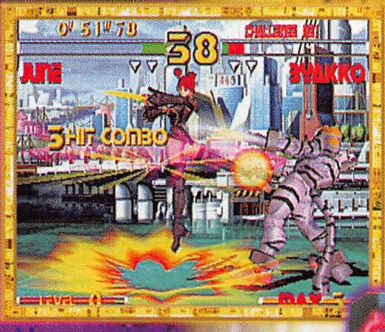
VIEWPOINT SCORE :99	DEVELOPER - AM3	1 PLAYER	ECM: IT'S ALL I WANT!
	PUBLISHER - SEGA	AVAILABLE NOW JAPAN	

REVIEW

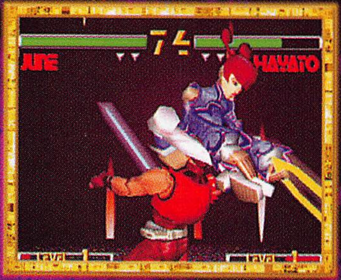
Dreamcast

Well, *Plasma Sword* has come and gone at local arcades, leaving about as much of an impact as *Rival Schools*—something akin to a dull, wet thud. It had certainly come a long way since the debut of the original *SG*, but entered a tough market, dominated by the likes of *Street Fighter 3* and *Alpha 3*. *Plasma Sword* did receive a slight graphical facelift (mainly in the weapon effects dept.), but the majority of changes came in added characters, faster play mechanics and a special feature known as the "Plasma Field Attack." Basically, the second your super meter flashes red, you can trap your opponent in an energy-filled arena. At this time, each character is given a unique attack for a few brief moments, whether it's unlimited projectiles, invisibility, throws or even the ability to transform into a massive cranium-stomping giant. Of course, each plasma field varies depending on which character you choose.

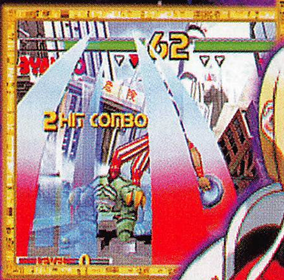
Hey, look, these ain't no "purdy" 128-bit graphics... The fact that *Plasma Sword* was developed on PlayStation-compatible hardware helps to explain why the visuals are, well, a tad uninspiring. Now, before I'm condemned by herds of Capcom purists, know that I am not jaded in my criticisms—only realistic about what I expect from Dreamcast graphics. I mean, we haven't come this far in our industry (and killed my beloved Saturn) for a mere souped-up PS game. Am I crazy when I say I want my DC games to look more like masterpieces *Soul Calibur* and even *Shen Mue*? In fact, it seems Capcom (of Japan) has been working overtime in an attempt to port nearly all of their existing arcade titles to the DC in near-record time. While I'm ecstatic that one of my favorite developers is backing my current favorite console, I've got to wonder how a game like *Plasma Sword* will fare in comparison to *SFIII*, the godly *Code Veronica* or, best yet, *Power Stone*.











The answer, I'm sure, will come from *Plasma Sword's* frenzied game play and basic control, requiring far less of a learning curve than most Capcom fighters. Basically, the control scheme consists of four buttons, three for attacks, and one for side-steps. Moves rely on basic *SF* motions and, unlike the first *SG*, a super meter now resides at the bottom of the screen.

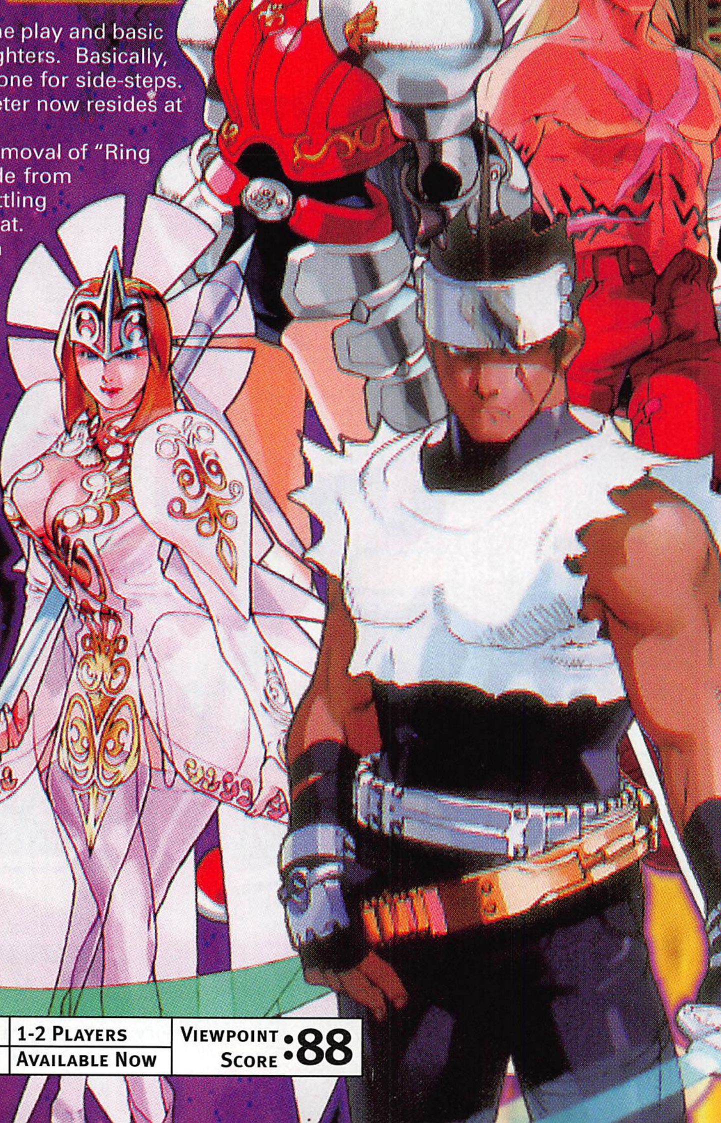
Perhaps the most significant difference made to the sequel is the removal of "Ring Outs." There is simply nothing more annoying in this world (aside from snobby game editors who consider journalism their craft) than battling an opponent who views "Ring Outs" as an effective means of combat.

Yeah, the backgrounds were shallow (any depth would have been nice), and the character models were weak. But what defines a good game—graphics or game play? While both are essential ingredients to a product's success, I don't keep playing Genesis or SNES games for the visuals. What you've got is a really fun game; judging the PS on its surface elements would be unfair, so look a bit deeper to find the real meat behind this game, and enjoy yet another quality Capcom fighter.

When Fury thinks of real gladiators and their "Plasma Swords," Spartacus comes to mind.

PLASMA SWORD

NIGHTMARE OF BILSTEIN

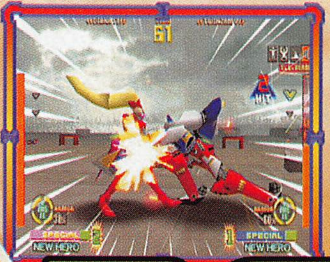


Dreamcast

REVIEW | FURY: ANTI-ALIASING? WE DON'T NEED NO STEENKING ANTI-ALIASING! | DEVELOPER - CAPCOM / PUBLISHER - CAPCOM | 1-2 PLAYERS / AVAILABLE NOW | VIEWPOINT SCORE: 88









When it came to backing a console in the 32-bit era, the choice for me was pretty simple. You see, I am a die-hard Capcom fanatic—or addict, depending on whom you ask... Always have been and always will be. Though I missed out on purchasing a few Capcom titles (mainly a handful of the *Mega Man* and *Generation* games...hey, I gotta eat, too), I regarded nearly all of the big C's Saturn endeavors as pure works of art. Indeed, the day a Capcom game appeared at my local import shop was a near-holiday in my life... I just wish my college professors had felt the same way.

If you were among the few gamers who actually got to play *Tech Romancer* at a U.S. location, consider yourself lucky. Chances are you'd sooner be able to track down an arcade featuring *VOOT* than one carrying an import board of *Tech Romancer.* Apparently, Capcom felt that their newest mech fighter stood a better chance at praise on the DC than at local arcades. Seeing as how *TR* isn't exactly your typical hand-drawn 2-D fighter and, in all honesty, pales in comparison to *Power Stone,* I'd say that Capcom made a smart move holding off a release of its coin-op counterpart. Best not let the game receive too much negative press prior to its release (I can't say I heard too many good things about *Jo Jo's* from most arcade-goers).

If you're familiar with Capcom's last great mech fighter, *Cyberbots,* I can only say this... Comparing the two will only drive you crazy. *Cyberbots* was more or less *Street Fighter* meets *Macross,* with a much more refined and deeper fighting engine than *TR.* Though *TR* is far from a boring game, its play mechanics are definitely less captivating than a title employing the *SF* formula...*Star Gladiators,* for example. The game seems to rely more on projectiles and fancy supers than on close combat, though there are plenty of combos for the hardcore to master.

TECH ROMANCER





Developed on Capcom's aging PS-powered arcade hardware, *TR* now makes its way onto the DC with obvious benefits in the texture quality department. Its character models look strikingly sharp, and the weapon effects, including supers, are truly top-notch (a recent hallmark of Capcom 3-D fighters). But it's really the stylized look of the game that will attract most players. Capcom did an excellent job replicating the look and feel of classic Japanese anime "Robotech" and "Mazinger." If only Capcom would release an *Illustrations Vol. 2* <sigh>.

If you're a fan of oversized robotic battles—*Frame Gride, VOOT, Slave Zero* and now *Tech Romancer*—the DC is your system of choice, hands-down. Now if only Hudson would port *Bulk Slash* (hey, it could happen...maybe) onto the DC, my mech fix would be quenched for the long haul... **F**





DEVELOPER - CAPCOM	1-2 PLAYERS	FURY: SO MANY MECH
PUBLISHER - CAPCOM	AVAILABLE SPRING '00	FIGHTERS, SO LITTLE TIME...

P PREVIEW

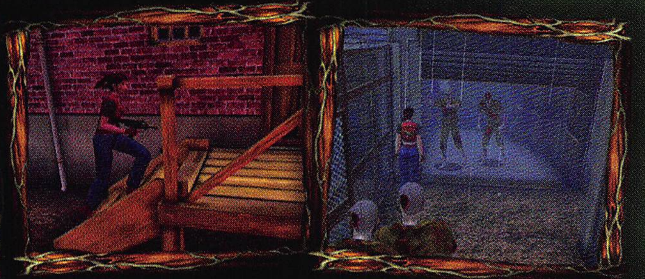


Remember Chris Redfield? What ever happened to that knife-wielding tough guy from the first *Resident Evil*? Well, that's what his sister Claire sets out to uncover in this game. We've seen countless *Resident Evil*s on various consoles, but none of them have addressed the whereabouts of Chris after the original game. In the first *Evil*, Chris was the 'hard' character...the manly man...the pick of all ninja gamers. Of course, it wasn't much fun being trapped in a room, fighting a poison-spitting spider with a knife, but...

Resident Evil: Code Veronica picks up where *RE2* left off, and Claire Redfield is still on the hunt for her long-lost brother. Personally, I don't see why she would fight ten-foot Tyrants, Gene Simmons-like Lickers and cow-sized tarantulas...just to see her brother again. I'd wait till Christmas or Thanksgiving and greet him over the dinner table—not fly to Europe with a picture and a grenade launcher. Claire does, though, and as *Code Veronica* begins, she's captured and imprisoned for sporting that horribly unfashionable denim over her red Lycra outfit.

RESIDENT EVIL
CODE: VERONICA







She wakes up in a prison cell with nothing save the classic *Resident Evil* lighter (is it a Redfield tradition to always carry a lighter with no cigarettes?).

The game begins with a John Woo-style, CG intro showing her capture. Speaking of John Woo style—Claire wields two guns simultaneously in this game, and the guns will even track multiple targets at once, so she can shoot two zombies at right angles. Very cool! But then it suddenly cuts from the CG intro to in-game graphics, and the transition is jarring, because the character models in *Code Veronica* are unlike any other *Resident Evil* game. PlayStation? Nintendo 64? Ha! The Dreamcast puts even the Color Game Boy to shame! We're talkin' 128-bit characters that can be in the same room with those from *Shen Mue* and *Soul Calibur* without feeling too self-conscious.

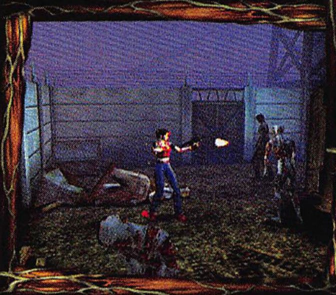
Aside from the shiny graphics, *RE: Code Veronica* sparkles with the polish of a Capcom product fine-tuned over multiple generations. This is the sixth title to bear the *Resident Evil* name, and every installment adds another innovation to the overall product.

P PREVIEW	EGGO: CHRIS... WAIT!!!	DEVELOPER - SEGA	1 PLAYER
		PUBLISHER - CAPCOM	AVAILABLE MARCH

RE2 introduced the multiple-character system (now you too can play as a 12-year-old girl!!), *RE3* added new moves (check out that nifty juke and 180˚ turn... made all the more attractive with Jill's miniskirt), and *Code Veronica* unveils... the Real World System! That's right—Capcom, in conjunction with MTV, has picked seven strangers, put them in a house with a bunch of cameras and unleashed a horde of zombies on them in the middle of the night! The end result—the Real World System! Wouldn't that be cool? Unfortunately (and all joking aside), the Real World System is not that at all; rather, it's an innovation in which puzzles, items and ammunition are all found in the same place/condition as you left them, if you return to the same spot later with a different character. My god, that changes everything... You mean that box of bullets which Claire leaves behind on the sofa will be there for Chris to pick up later? Revolutionary! That means that... Chris might actually **have** ammo this time around!

Oh? Did I forget to mention that you can control Chris again! That's right—no more female secret agents or unknown mercenaries. In *Code Veronica*, the other playable character is our pal Chris (guess he was able to survive with that trusty Swiss Army knife all this time...).





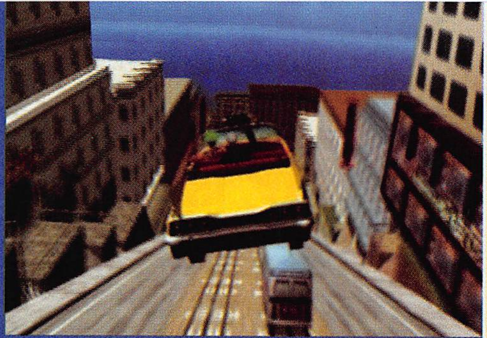
And in case you were wondering, the game spans 2 GDs. Everything else is classic *Resident Evil*. The control scheme is the same as it's always been, except now you're holding a Dreamcast pad instead of a Dual Shock; swivel your character left and right about the vertical Capcom axis, while the right-shoulder button is the trusty 'ready weapon' command.

One more thing—the environments in this game are fully 3-D, as opposed to the classic 2-D, pre-rendered look of the past five *Resident Evil* games. So no longer will the survival horror world look flat as a pancake. Like *Dino Crisis* and *Silent Hill*, *RE:CV's* 3-D engine allows designers to do creative things with the camera, e.g., pan/chase after the main character and add drama to the scene.

Resident Evil fans, the wait is almost over. You've got a date with Veronica next month, and I hear she's looking pretty sexy. Hopefully, she and our ol' pal *Nemesis* will tide you over until Capcom brings the series to PlayStation 2... **E**

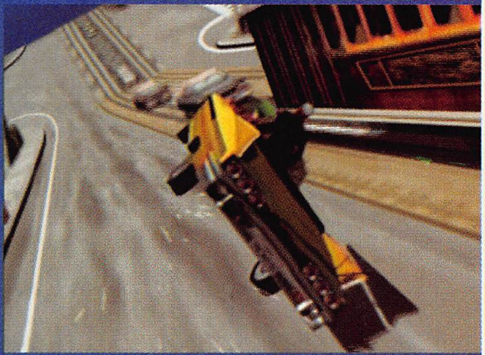


Sega Dreamcast
IT'S THINKING
CRAZY TAXI™
SCREEN GRABS SUCK.
SEE IT FOR REAL AT
crazytaxi.com
I am sure we did get a bit of air at the top. Could be that I punched it a little too hard. But my passenger, Holy Joe the preacher wigged out, man. Starts shouting and cussing like a teamster with Tourette's. Anyway, we land, and there's this damn cable car coming, so I jump that, and then we're in the other lane with oncoming traffic, so trying to be responsible, I go up on the sidewalk. But only for three or four blocks, and everyone got out of my way, even that bag lady. Next thing I know we're sitting in the frickin' bay. Maybe it's my brakes... crazytaxi .com
Sega is registered in the U.S. Patent and Trademark Office. Sega, Dreamcast, the Dreamcast logo and Crazy Taxi are either registered trademarks or trademarks of SEGA ENTERPRISES, LTD. © SEGA ENTERPRISES, LTD., 1999. All Rights Reserved
RATING PENDING
RP
Visit www.esrb.org or call 1-800-771-3772 for more info.
CONTENT RATED BY ESRB
KEEP



If you're too lazy to go online and see this awesome game for real, here are some motionless, four color dots on 20lb, 80% recycled paper that do this game no justice whatsoever. For example frame 2 doesn't show how you peel out in malls, hop rooftops, and plow through sidewalk cafes while you pump fares and make bank on two huge, fully interactive courses (one Dreamcast exclusive), or the nasty words your passengers spew when you park your ride in the tide, Captain Nemo. So stop farting around and see it for real at crazytaxi.com

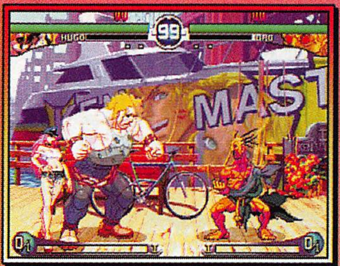








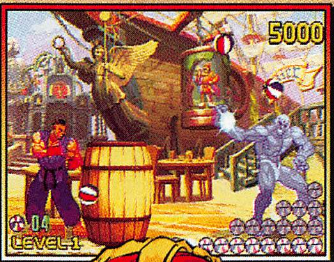






What we've got here is *Street Fighter III* (the game hard-core players thought they'd never see back in '91) and *Street Fighter III: 2nd Impact* in one convenient bundle. Sure, *Street Fighter III: Third Strike* is conspicuously absent, but when I tell you about all the goodies available in this one, you almost won't care about the third chapter... unless you play Chun Li.

For starters, you've got the Dreamcast-only ability to select a different super for every round in both games. Then you've got an insane speed select option which lets you play in molasses (great for taking screenshots or parry practice) or on amphetamines (remember eight star speed on SNES? That brought new meaning to the term 'hyper-fighting'). Or if you just want to practice parrying, Sean is always ready to shoot



some hoops in Blocking Attack mode (you know you're good when you're jumping around and parrying in the air). See? With all that to look forward to, who needs Remy, Makoto, Twelve, Q, and the Chunster? We'll be back with the full review in a coming issue, and I promise it'll be longer than this. **E**



Street Fighter III W Impact

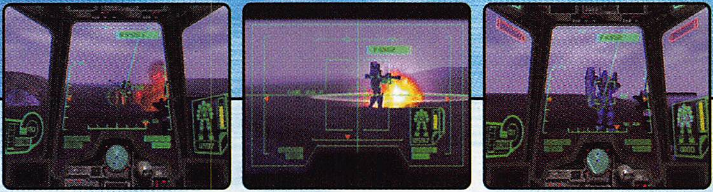
Developer - Capcom	1-2 Players	Eggo:	P Preview
Publisher - Capcom	Available 2nd Qtr.	No 3 in 3?	

COMING SOON



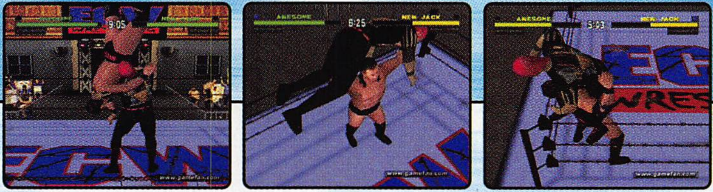


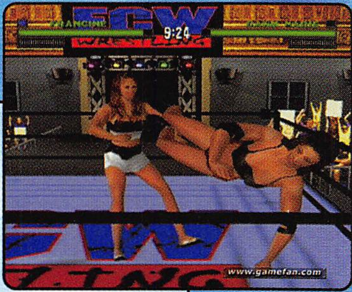
Pao Pao Park (Crave/Genki) — *VF3tb, Tokyo Extreme Racer, Virtua Striker,* and now, Genki comes through with their latest DC endeavor, *Pao Pao Park*—a 3D platformer that looks to enhance their already awesome and surprising DC lineup!

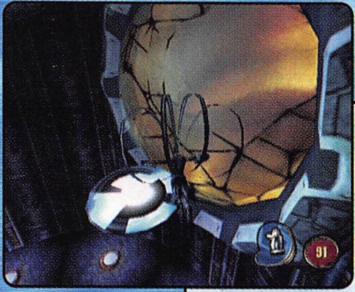

Mobile Suit Gundam Side Story (Bandai) — *Gundam* fans have plenty to look forward to this spring when the 50-foot tall mechs rumble their way onto the Dreamcast. Now if someone would make an *Iron Giant* game...

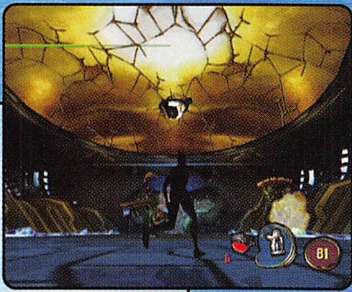




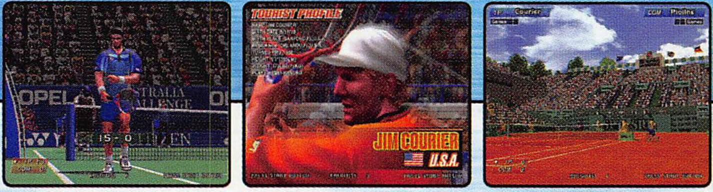


ECW Wrestling (Acclaim) — ECW announcer Joey Styles will call all the hard-core action from ringside as these extreme combatants clash on your N64 this spring. Will the Quintessential Stud Muffin make an appearance?





MDK2 (Interplay) — The talented lot at BioWare takes a stab at Shiny's futuristic and comical action adventure *MDK*. The Doc and Max join Kurt this time around as playable characters in this gorgeous Dreamcast blast-fest.



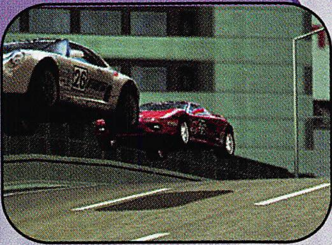
Power Smash Tennis (Sega) — Where's John McEnroe when you need him? Sega's at it again with this latest NAOMI-based sports title, and after seeing the beauty that is *Virtua Striker,* you know this one is going to be 100% arcade perfect!



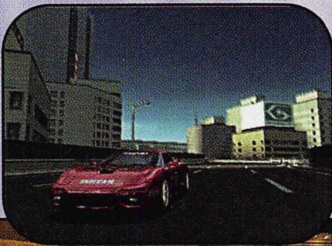
Make 200 New Best Friends!
Over 200 cute & cool monsters to collect
Breed with your friends' monsters too
Explore The Mystic World in Terry's adventure
Challenge your friends with trained monsters
Randomly generating dungeons in The Mystic World
FEATURES:
• Over 200 cute & cool monsters to collect, tame, and train
• Breed monsters to create stronger offspring with unique magic spells and special abilities
• Play solo, or connect two Game Boys together to battle and breed with your friends' monsters
• A spin-off of Japan's best selling RPG game, Enix's Dragon Quest
GAME BOY COLOR
DRAGON WARRIOR MONSTERS
EIDOS INTERACTIVE
www.eidos.com
ENIX
EIDOS, EIDOS INTERACTIVE and the EIDOS INTERACTIVE logo are all registered trademarks of Eidos Interactive, Inc. ® 1999 Eidos Interactive, Inc. All rights reserved. © 1999 ARMOR PROJECT/BIRD STUDIO/ENIX. All Rights Reserved. Dragon Warrior and ENIX are registered trademarks of Enix Corporation. Published by Eidos Interactive under license from Enix Corporation. Nintendo, Game Boy, Game Boy Color and the Official Seal are trademarks of Nintendo of America Inc. © 1996 Nintendo of America Inc. Licensed by Nintendo. The ratings icon is a trademark of the Interactive Digital Software Association.
EVERYONE
E
CONTENT RATED BY ESRB

Japan Now!

Ridge Racer V (PlayStation 2)

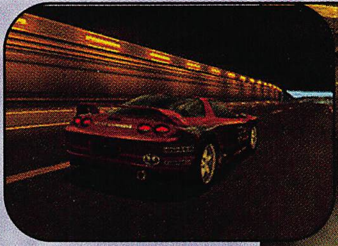


Get ready to feel the sensation of speed and arcade-style racing like never before, because Namco's PS2 launch game *Ridge Racer V*'s almost upon us. Featuring more 'realistic' graphics, such as sparks and tire marks (whoopie), the game will feature scenes from *Ridge Racer*'s past on some new tracks, and ultra-massive popup-free cityscapes and other environments. Expect the cars to get massive overhauls, including skyrocketing polygon counts, with models that look very similar to certain exotic cars.



Unfortunately, the oddly named Ai Fukami has replaced Dangohead's virtual girlfriend, Reiko Nagase, and numerous factions of lonely gamers (previously at odds with each other over who she likes better) have now united in angry protest. But, Reiko or no, look for *Ridge Racer 5* to give *Gran Turismo 2000* a run for its money at the PS2's launch.

Judging by Namco's record with this franchise on the PlayStation, expect this impressive title to occupy a lot of GameFan editor's time come early March of next year. **Kodomo**

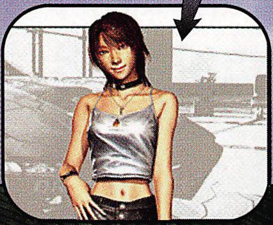


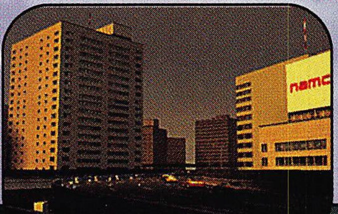


Ai Fukami

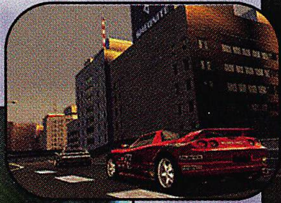
The faster you go, the better she looks!!! Where's Reiko?!?

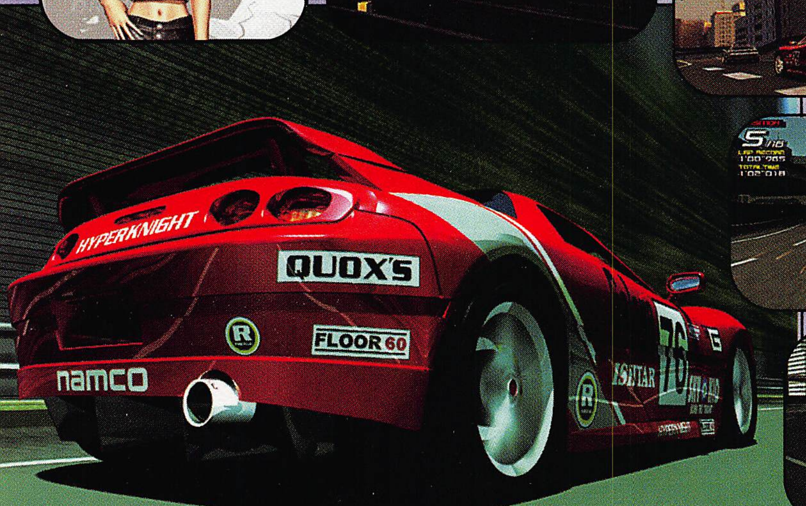


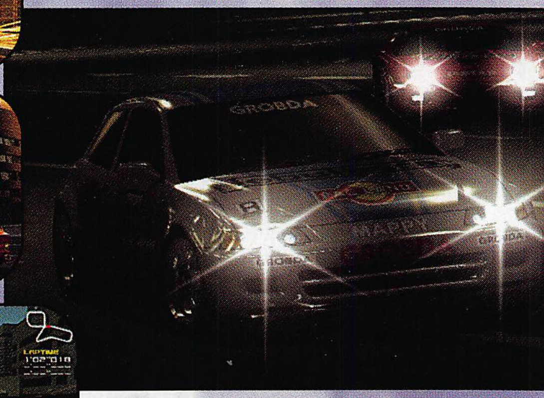
















Power Smash *(Arcade)*



Sega's *Power Smash Professional Tennis* is the name, and amazing arcade action is the game. Running on the NAOMI arcade board, it features eight of the world's top players and sports motion-captured graphics on par with anything Sega has done. If you thought *Virtua Striker* looked good with twenty-two players in motion, wait 'til you see what Sega can do with only two. Expect Americans to see virtual versions of Jim Courier, Carlos Moya and Tim Henman, among others, taking to multiple surfaces and courts around the world.

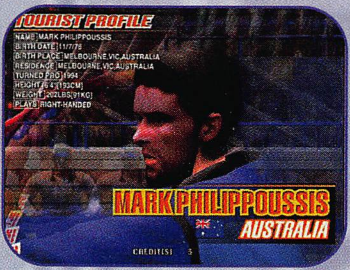














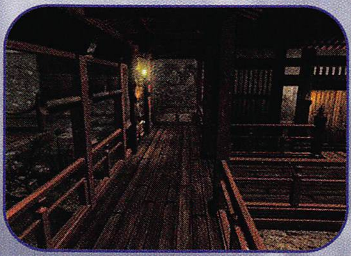
Onimusha *(PlayStation 2)*



Generally, the cardinal sin of game development is to delay a game past its published release date; the sin is compounded when the game in question is one of the most anticipated around. There is a method to the madness of Capcom, though, as the once PlayStation-dedicated *Onimusha* shifts to the PlayStation 2.

Unfortunately, not very many pictures of the game running have been released, but the following shots do deserve some attention. The amount of detail Capcom's been able to achieve in the following CG shots is remarkable, perhaps even better than Squaresoft's. Also included are some shots of the backgrounds, which look to be pre-rendered, a la *Resident Evil*.














Symptoms of Fear:

Perspiration

Dilation of Pupils

Trembling

Nausea

Loss of Appetite

Dry Mouth

Remember, the only thing to fear is fear itself. Especially in this deadly mercenary mission where your own emotional responses determine what happens next. So go ahead, make your move. Just be sure to keep your fear in check.

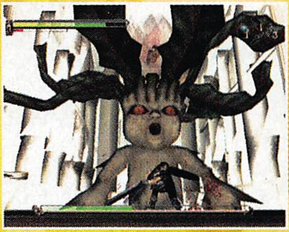



PlayStation
MATURE
M
CONTENT RATED BY ESRB
KRONOS DIGITAL ENTERTAINMENT INC.
EIDOS INTERACTIVE
eidos.com
NON-INTERRUPTED GAMEPLAY for more debilitating action and power. Comes in handy for the THREE RUTHLESS MERCENARIES whose destinies you control.
MOTION FX TECHNOLOGY. Pre-rendered, fully animated backgrounds creating a frighteningly real world.
Breakthrough SUSPENSE/ACTION ADVENTURE game. Beyond your realm of fear. Beyond any 3rd person game created.
fear effect™
are registered trademarks of Sony Computer Entertainment Inc. The ratings icon is a trademark of the Interactive Digital Software Association.
It can recognize your fear. Can you?

Imports

Reviews





Preview

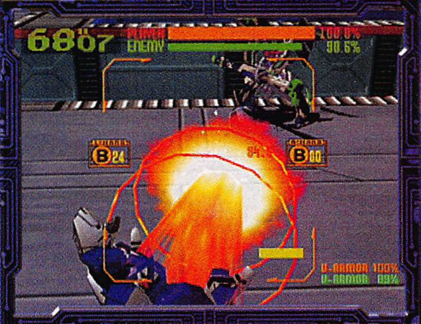
Cyber Troopers 電脳戦機バーチャロン Virtual On

M.S.B.S. Ver.5.4

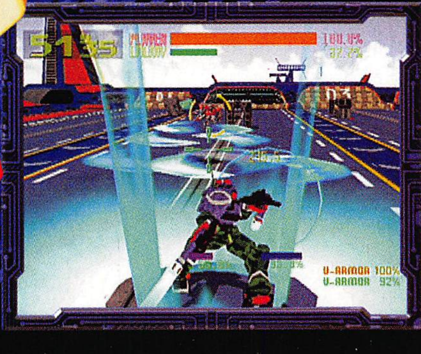
Oratorio Tangram™

All seemed pretty normal at the holy gates of GameFan on December 7th, 1999. The office symphony rang with the buzzing of busy worker bees' keystrokes, the hushed approval of good games, the screams of agony over bad games and the usual clamor of jokes between staff members—whether it's ECM's height or Fury's questions about how to type Roman numerals (sorry, Fury). Yes, all seemed rather normal that day, till I received "The Call" from a certain import video game sales rep known as "Tim." I answered my phone and Tim said three simple words: "We got it." It took 3.8 nanoseconds for the message to register before I responded: "We'll be right there." I put the receiver back in its cradle, jumped out of my seat and ran the length of the office shouting "IT'S HERE! IT'S HERE!" The effect was amazing (picture a tornado in Los Angeles)—general, frenzied chaos. Like a stockbroker on the floor of the New York Stock Exchange, I took orders from each editor while they figured out who would drive, who would ride in what car, what pants they should wear, etc.













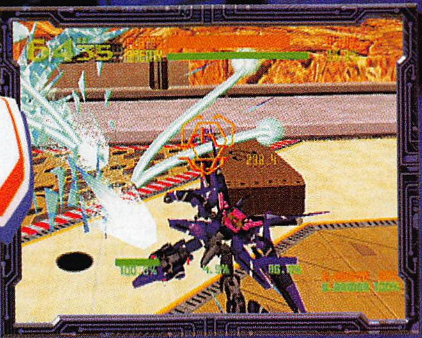
Thankfully, ECM stepped in, and with one mighty stomp of his short, stocky leg, ordered us all back to work and sent online editor Angus to pick up the packages. Sanity had been restored, but I couldn't stop pacing in excitement. I'd waited nearly a year for this day, and was shocked at the calm that came over me when Angus returned and nonchalantly handed it to me. Even more surprising: I resisted tearing the plastic covering off, and preferred to wait till I got home before immersing myself in its unfettered glory. It was difficult, though, since everyone was gorging on the godly graphics and overdosing on the sick speed.

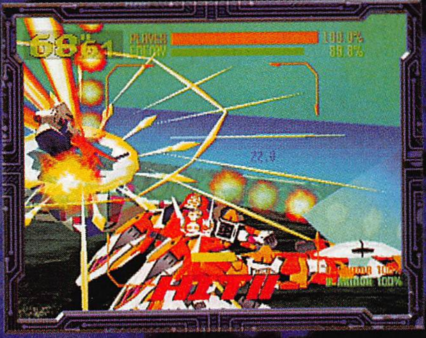
Finally, when I got home, I lovingly set the game in my newly purchased import Dreamcast (many thanks to ECM) and, together with everyone's favorite waffle, Eggo, commenced an all-night journey of gaming enlightenment. Now, after many sleepless nights absorbed in this gaming experience, "Q & A" testing that would make my peers proud, and nearly every moment—waking and dreaming—spent in this game, I am ready to tell you readers all about the experience. Without a doubt, *Virtual On Oratorio Tangram* is my pick for game of the year.

Blue Shadows

Based on my score of *VOOT* (as it's affectionately called), is this game perfect? My answer is no. There are a few bugs/errors/gripes I have with it. But it's









pretty well known that I'm the biggest *VOOT* freak in the world; I had to go into "Nick Rox" mode to critique every "blue shadow" I saw. And let me tell you, it was tough. First off: The polygon count is lower than the arcade version (which ran on Model-3 Step-2 hardware), which is more noticeable on the robots than on the backgrounds. Thankfully, though, this doesn't make the game look any worse—the hi-res textures more than make up for the lack of polygons. Lighting effects look a little different (and better) on the Dreamcast than in the arcade, but not in any major way. Then there's the DC control. Running the game with the DC pad is adequate, but the game really should be played with the sticks. Certain maneuvers cannot be performed with the DC pad. Here's where I go into "Nick Rox" mode: There's some frame-drop once every hundred games in two-player mode, when too much is happening onscreen (i.e., when Angelan summons an ice dragon, dashes and fires ice bolts, while Cypher fires a side-air dashing center weapon). The game also crashed on a red screen once after viewing one too many replays (I had forty saved at one point). I know, I know, you're probably asking, "Did it burn your toast as well, Dango?" Aside from those minor bugs and a few changes, *VOOT* for Dreamcast is beyond anything I expected. If you thought *Soul Calibur* looked great on the Dreamcast, prepare yourself for an optical meltdown when you see it dance before your eyes.



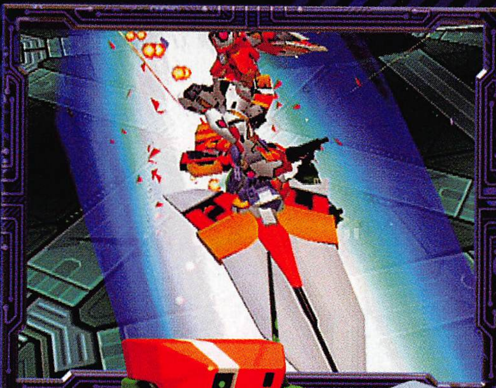




Viewpoint Score: 100	Developer - Sega	1-2 Players	Dangohead: I have seen the light, and its name is *VOOT*...	R Review
	Publisher - Sega	Available Now Japan		

Optical Onslaught

When first starting *VOOT* for the Dreamcast, you're treated to an awesome intro of how Virtuaroids (the 'bots in *VOOT*) are made. Then the game starts (that old Maxell advertisement comes to mind, in which a longhaired man in shades is blown away by the entertainment system in front of him—that's what the visuals are like)... Running sixty frames per second at a resolution that could damage your retinas, with blazing special effects and vivid colors, *VOOT* is a graphical tour de force. While there is a loss of detail in split-screen modes, the game still runs at a rock-steady frame-rate. I knew the Dreamcast could run some incredible graphics, but the charming insanity of it is like nothing I've ever seen. There is so much going on in the midst of battle: special weapon effects, detailed robot animations, moving backgrounds, etc. My best descriptions of these godly visuals don't even come close to the optical onslaught the game unleashes on us unworthy players. Whether it's the particles disintegrated by Raiden's lasers or the textures of Angelan's crystalline ice spells, *VOOT* is a technological wonder. To prove how fast this game really is, try this: Play it for a few hours, then try the original *Virtual On*, in the arcade or on Saturn. The speed will seem so sluggish and the visuals so ugly, you'll wonder why you ever played it. But *VOOT* has incredible depth of game play...and improves upon its predecessor tenfold.







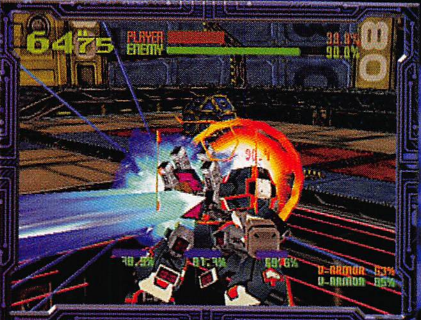


Giants of Game Play

In its simplest form, *VOOT* is similar to *Virtual On: Cybertroopers*—pick a two-story machine with a menagerie of missiles, then head to a closed 3D arena to fight other robotic monsters. In essence, it isn't unlike a fighting game; here, bullets, missiles and lasers are your fists of fury and heels of steel. Of course, it gets more advanced than that: Now you have the ability to dash with an unprecedented amount of speed, engage in long-range, hand-to-hand combat (though a bit limited), even jump for aerial attacks. These maneuvers call for more complex tactics, but, fortunately, my ability to stay awake in those college spatial geometry classes gives me a keen edge. If *Virtual On: Cybertroopers* is a roller coaster ride of a game, *VOOT* is a mind-numbing trip aboard an experimental rocket ship—blasting nearly all other games away in the play department.







When selecting your robot, there are 11 immediate choices available (Ajim opens later for a total of 12). While some *VO:Cybertroopers* favorites return, albeit with a few name changes (Temjin, Cypher/Viper II, Raiden, Fei-Yen Kn and Apharmd-B), there are some new additions to the cast. The first piece of advice I'll give you readers is to choose wisely when selecting your robot; each Virtuaroid has different attributes, and excels in different ranges of combat. Temjin is the game's all-around "Ryu," as Grys-Vok performs long- to mid-range combat well suited for his missile launching; Fei-Yen Kn will run circles around enemies all day, but Apharmd-B's tongfers hunger for the taste of metal; and while Raiden's tough armor and heavy weaponry suit his aggressive, in-your-face assaults, Bal Bados would rather set up his satellite, hovering limbs (he can launch four of them) and fire a swarm of floating mines.

With the additions to the cast come added game play techniques to strengthen the argument that more IS better; the first *Virtual On* featured a basic dash feature, but *VOOT* improves it, adding double jumping, air and perpendicular dashing (the ability to turn ninety degrees without stopping). Weapon attacks have multiplied from *Virtual On*'s standard twenty to seventy-plus in *VOOT* (with the new air dashing and turbo shot attacks). Close combat has been made so intuitive to its eight-way directional movement system, when double-locked on an enemy, simply dash in any direction (timing is key here), take a quick step, avoid attacks and you can get to the enemy's weak side. There are so many improvements to it, I would need ten extra pages to cover each added feature in depth. Yet with all the new stuff in it, the game-play doesn't get side-tracked at all; it's still a one-on-one battle with big robots of mass destruction. Does it get any better than this?

One Last Hurrah

It does get better than this, in many, many ways, but unfortunately, most domestic players won't be able to experience them. As I said earlier, control with the DC pad is adequate, but if you're willing to fork out another hundred bucks, there's the ultimate tool of *VOOT* mastery—the twin sticks. The twin sticks are simply perfect for it, and while they're a bit smaller than the Saturn twin sticks, control feels a lot tighter. Then you've got the link cable... Sure, you could play split-screen with another player, and it's not bad at all; but get this handy device, two import DCs, two TVs and two copies of *VOOT*, and you've got the closest thing to an arcade "versus" match. Then there's the internet play feature, unavailable to anyone outside of Japan. As much as we've tried, we just haven't been able to connect to the DWANGO servers in Japan. So, sorry folks, you're outta luck if you want to play online against the best players in Japan...for now.











What about a U.S. version, you ask? When will SEGA of America bring it over here? As of right now, they won't. While they're still looking into the possibility, no official word of its domestic release has been given as of this writing. So, what to do, great Dango-San? Hold out for a U.S. version that may never come, or shell out mondo cash for the import version? As much as I want to tell you to hold off and save your money, I can't... *Virtual On Oratorio Tangram* is one of those gaming experiences that come as often as Halley's comet. It's the perfect blend of beautiful graphics and blessed-from-the-hard-core-gaming-gods game play, the title that hard-core gamers have been waiting for. Add a plethora of options to that (edit mode, training, and original Arcade mode), and I have nothing but the highest praise; you'd be a fool not to get this game for yourself. Sure, maybe SoA will bring it to the U.S.—but you could miss out on the best video game of the year waiting for it. And I don't think you'll want that...

Dangohead has ventured through the peaks of the Himalayas, through the steamy Amazon jungles and the vast dryness of the Sahara, seeking the answer to the eternal question: What the heck ***IS*** *an Oratorio Tangram?*







An epic RPG awaits...

If you've never heard of this game, you should. It's Sony's first-party answer to *Final Fantasy*—and what an answer it is. *Legend of Dragoon* is an enormous undertaking, featuring a large development team, a lengthy development cycle (over two years) and a mammoth budget. Every aspect of this game's been handled with extreme care, and the high production values really show through.

Back in the day, I would've given *Final Fantasy VII* a score of 100 when it first came out (though I'd score it a 98 now), because it was the best *Final Fantasy* experience I'd ever had (note: not the best *FF* game, but experience). I was long in awe of every new background loaded, the awesome battle music pouring from my speakers and the tricky nuances of the "materia" system. The game had me spell-bound—mouth agape, eyes gleaming, drooling in wonder as every sequence unfolded. I spent over 300 hours playing that game, in Japanese and in English (oops, the doctors told me I shouldn't reveal that part...guess they're gonna lock me up again). Well, unfortunately, *FFVIII* didn't leave as strong an impression as *FFVII* did. But *Legend of Dragoon*... Here's a game that brings back those feelings I had when playing *FFVII*, a game that makes you feel like a child staring at something you're not worthy of.

This game crushes *Final Fantasy VII* and *VIII* in nearly every category: graphics, music, game play, etc. You name it and *Legend of Dragoon's* got it covered. Let's start with graphics: This game's a visual juggernaut. It's a humongous helping of eye candy from the gods themselves. Featuring the classic 2D, pre-rendered backgrounds/poly character engine seen in games like *Final Fantasy VII/VIII* and *Resident Evil*, *Legend of Dragoon* puts all the competition to shame. Seeing a single background's like drinking sweet nectar from the Divine Chalice (O.K., Eggo's startin' to lose it, somebody call the funny farm). Not to mention the transparencies, lighting effects, water/fire effects (the best seen on PlayStation

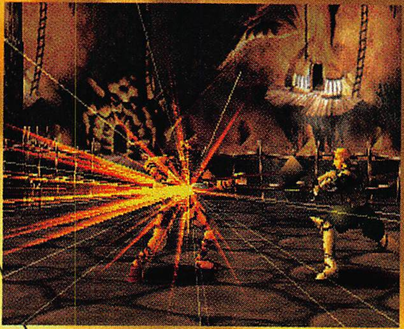
The Legend of Dragoon



yet!)... All these subtleties mask the fact that you're staring at a still painting. It's a vast improvement over *FFVII* or *VIII*, and that's a statement I don't make lightly.

Aurally, *Legend of Dragoon* delivers. The music may not be recorded with real instruments, but the scores are well composed and the marches rousing. For the most part, it doesn't have that tinny MIDI sound you'd associate with the *Final Fantasy* of late. In a way, this game sounds much like *Conan the Barbarian,* fitting, considering the sword-and-sorcery theme. The soundtrack isn't of an elite caliber like *Final Fantasy Tactics* or *Chrono Cross*, but it is very good nonetheless—well worth a spot on the shelf in the den.

More importantly than graphics or sound, this game rocks in the game play department. *Legend of Dragoon* features an innovative fighting system, and forever changes the way you'll look at RPG battles. The Additional Offense system (yeah, the name could use a little work) is reminiscent of Squall's Gunblade in *FFVIII*; when a character advances to swing at an enemy, a large square'll tumble to the center of the screen, where a smaller square lies waiting. The attack will come when the two overlap, and if you hit the









REVIEW	EGGO: This is what *FFVIII* should've been...	Developer - Sony Publisher - SCEI	1 Player Available Now Japan	Viewpoint Score: 99

Can SONY recapture the RPG audience with their latest?



"circle" button at the same time, you'll get an additional attack. Unfortunately, enemies can interrupt a string of attacks with blows of their own; when that happens, you must hit "X" to counter their counterattack (instead of "circle" for another attack)—then proceed with the chain as normal. With a little practice and some quick timing, more than four hits can be linked in every attack.

This system may not seem like much, but it does keep some attention to the game, so battles aren't boring affairs you wish you could skip, or just tape down the "attack" button and go grab a drink. There's also some strategy involved in the fights (e.g., guarding for a turn will replenish a character's hit points); the bosses are very challenging, as is the game itself—it's a far cry from the laughably easy games we're faced with these days. Simply put, I wouldn't have the gameplay any other way.



With all this praise, you might be wondering if there's anything wrong with it. Some might be turned off by the extremely linear nature of the game, but it doesn't bother me. Also, the difficulty is way up there, as every boss encounter is just plain grueling. I also wish the character models looked a bit better; they're not in the same league as the pre-rendered backgrounds they're paired with (can't wait to see what PlayStation 2 can do in this department). But these minor qualms are just that—minor.



Legend of Dragoon's a wonderful game, and the only thing lacking is product awareness and the name recognition of a *Final Fantasy*. If released in the U.S. last year, it

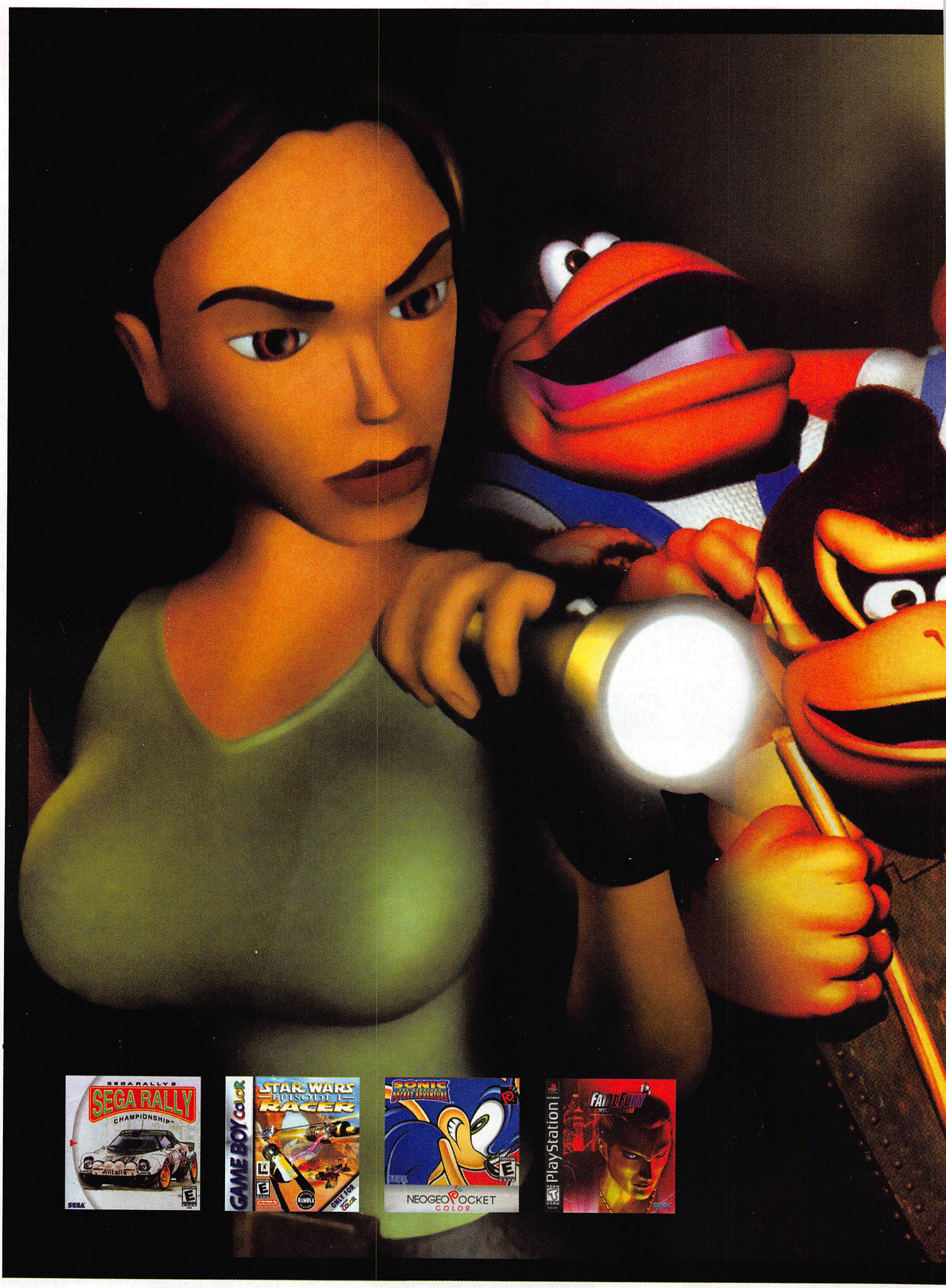


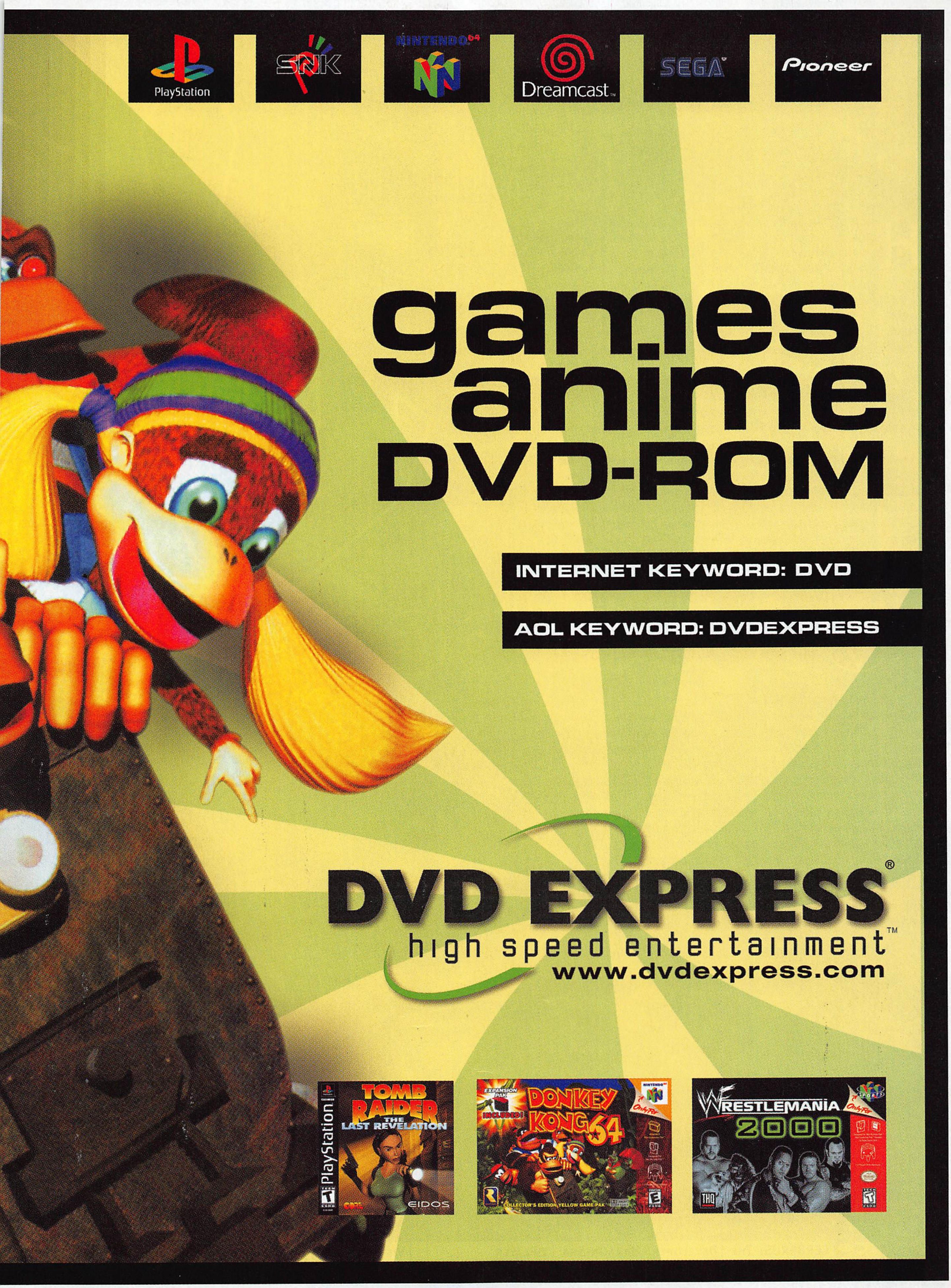




would easily have been the best RPG of the year, and in the year of the RPG, no less. However, with possible competition this year from *Chrono Cross*, *Final Fantasy IX*, and *Dragon Quest VII*, dubbing it "RPG of the Year" would be a bit premature right now. Still, *Legend of Dragoon's* definitely a frontrunner for that title right now. It's coming to the U.S.—but if you're an RPG lover thirsting for a great one, why wait? Visit your local import store and buy it now! Start spreading the word: *Legend of Dragoon* is coming...and you will be forever changed.

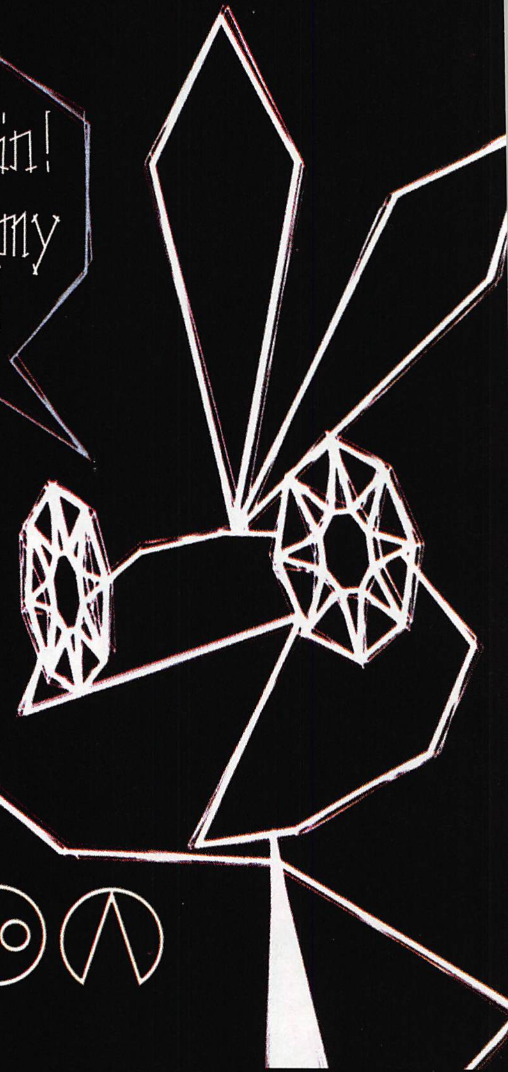
Eggo has locked himself in his office with the lone copy of Legend of Dragoon *and refuses to come out until Enix's* Valkyrie Profile *comes a-knocking.*


SEGA RALLY 2
SEGA RALLY
CHAMPIONSHIP
SEGA
GAME BOY COLOR
STAR WARS
EPISODE I
RACER
SONIC
POCKET ADVENTURE
NEOGEO POCKET
COLOR
PlayStation
FATAL FURY



PlayStation
SNK
NINTENDO64
Dreamcast
SEGA
Pioneer
games
anime
DVD-ROM
INTERNET KEYWORD: DVD
AOL KEYWORD: DVDEXPRESS
DVD EXPRESS®
high speed entertainment™
www.dvdexpress.com
TOMB RAIDER THE LAST REVELATION
PlayStation
EIDOS
DONKEY KONG 64
EXPANSION PAK INCLUDED!
COLLECTOR'S EDITION YELLOW GAME PAK
WRESTLEMANIA 2000
THQ





How do I convince you to read this review before turning the page? I mean, I know these screen shots look ghetto. *Vib-Ribbon* may look like a simplistic platform game, but it's actually a rhythm game (in the tradition of *Parappa* and *Beatmania)* that creates levels from any CD you put in the PlayStation. The last music game to attempt this was *Dance Dance Dance,* and it was unplayable, uninteresting and just plain bad. The good news is that *Vib-Ribbon* is much better than *Dance Dance Dance;* the better news is that *Vib-Ribbon* might be the best in the genre—even with its minimalist Etch-A-Sketch graphics.

Before you dismiss me as insane (like everyone at the cave), read on. *Vib-Ribbon* has its own music, with a solid soundtrack, but you can use any audio CD in lieu of the given tunes. Once the PlayStation reads the CD, choose an audio track and the PS will use that track to create a stage. Instead of dancing or rapping to the music, the bunny moves from left to right (or vice versa), through obstacles that appear to the beat of the music; there are four basic obstacles that combine to form a total of ten combinations. Press the right button (or buttons) on the beat to make it unscathed; do well, and your bunny will morph into a bug-like creature. Do poorly, and your lepus will de-evolve to a lesser form.

vib-ribbon

Sounds simple, doesn't it? I have to admit, as a concept it's simple, but the coolness and happiness this game possesses won't set in until you play it. Except for a few jaded Ebenezers, everyone at the cave had to smile as I played it to the sounds of Rob Zombie and Carl Stalling. Whatever you wanna call it—novelty or gimmick—using your own CDs makes *Vib-Ribbon* a cool experience. It almost feels like a platformer in some respects; yet its use of music (and lack of dancing, rapping or anything else) makes it something completely different. I can only sum it up by saying *Vib-Ribbon* borders on brilliant.

Cerberus likes to pretend he's playing Vib-Ribbon *on his Vectrex by placing colored cellophane on his VEGA.*



REVIEW CERBERUS: THE VECTREX LIVES!	DEVELOPER - NANAON-SHA	1 PLAYER	VIEWPOINT SCORE: 94
	PUBLISHER - SCEI	AVAILABLE NOW JAPAN	





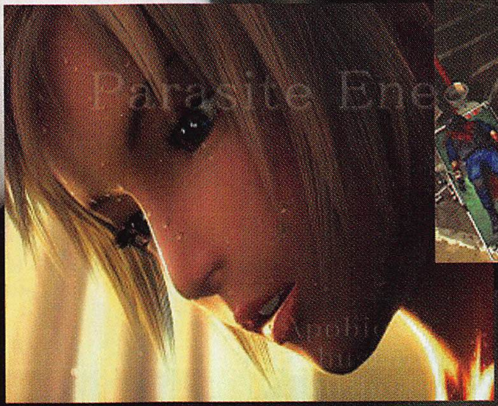
Parasite Eve II

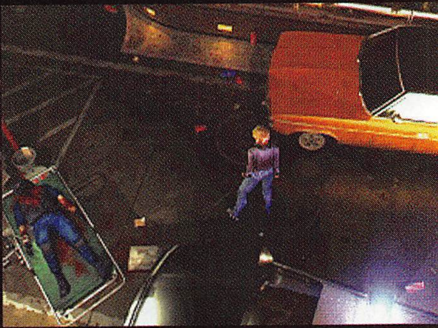




As the evil editorial deadline drew to a close, this little number came crawling through the cave entrance with the saddest puppy-dog eyes you've ever seen; Eggo and his cinematic, RPG-loving ilk pleaded, "Aww, can't we squeeze it into **this** issue??? Pweeease?!?" So here are a few new shots of Square's latest, to tide you over till next month when we'll have the time to give it the full treatment. If you're wondering about first impressions—let's just say it plays a lot more like *Resident Evil* than *Parasite Eve* did. **Eggo**





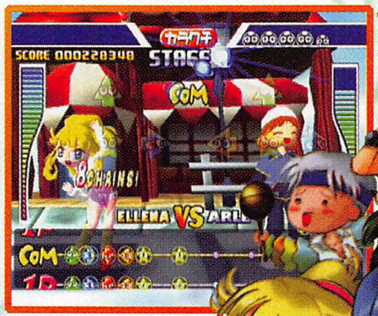




[gamefan - up to the minute]









While I tend to stay away from the hyper-mega-fruity import titles Shidoshi and Cerberus enjoy so much (remember, all my import dating sims are strictly for practicing Japanese), I do enjoy a good break into rampant foolishness every now and again. But dancing games (and the monotonous level of play presented in many of them) have never been high on my list. Is there really any fun in watching bars scroll down the screen and tapping a button at just the right time? Well, yes and no. Compile's *Puyo Puyo Da!* has actually got a lot going for it, but never seems able, or willing, to move past the genre's middle class.

Puyo Puyo Da!'s strictly a one-on-one dance challenge, against a human or a computer-controlled opponent. Each player has the same line of dancing commands (up, down, left and right) he/she must attempt, and whoever gives the better performance wins.

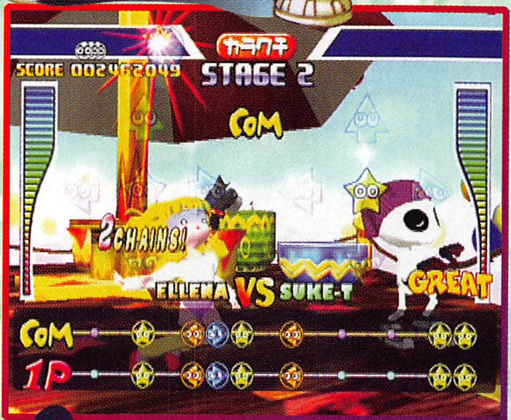
It's not quite as easy as it sounds—there are three ascending-difficulty levels (plus two additional, ultra-tough ones) that require *Wipeout 3*-like timing, often with overlapping beats. Not only must you press the right combinations, but you also must input them with metronomic reliability. If you land a move with perfect timing, rated "excellent," and can continue the form, massive chain combos are possible.

Unfortunately, none of these controls actually have any impact on what your character does. They'll simply dance in a looped movement, regardless of what you input, or pout around if you miss a series. This lowers the level of fun dramatically. There's no illusion of control—just reaction to a series of notes that are flashed before you, and it winds up playing less like a dancing game and more like the *Puyo Puyo* puzzle games it's descended from.

With a soundtrack rich in J-pop, mixing electronic music and hip-hop influences, it's definitely got the audible goods, and one can listen to it many a time without screaming bloody murder (a phenomenon also known as 'riding with Fury in his Prelude'). Graphically, it's also a decent outing—definitely better than anything on other consoles, with eight colorful, fully polygonal characters swinging to the beats in miniature locales.

Quite simply, if Compile had chosen to release this game at any other time than the same day as SEGA's *Space Channel 5* release, it probably would've endeared itself a bit more. It's a decent game, but the lack of perceived interaction lingers like ECM 'round a free action-figure giveaway, and feels uninspired. It's not a bad way to spend a spare weekend or two, but it might start to age very quickly after that.

Kodomo would much rather watch sweaty men from Manchester run around a field kicking each other than play this game.



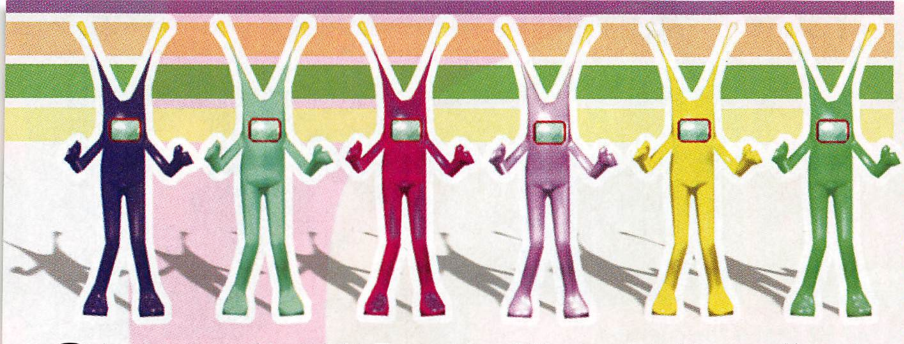








REVIEW	KODOMO: PUYO PUYO DA RAPPER...	DEVELOPER - COMPILE / PUBLISHER - COMPILE	1-2 PLAYERS / AVAILABLE NOW JAPAN	VIEWPOINT SCORE: 79





Okay, let me get this straight: The premise of this game is to take control of a space reporter in the year 2499, dance and shoot aliens until they submit and release their human captives, and ultimately thwart a plan to take over Space Channel 5? Riiiiight. But that's exactly what *Space Channel 5* is, and it subsequently takes you down one of the most original and inventive paths ever put to GD-ROM.

First things first: this game is little more than a memory game, "Simon Says" on a console—but the stylish manner in which it's presented left me wondering why it hasn't ever been done before. You simply follow the path of Space Reporter Ulala (this name is *very* appropriate, trust me), listen to what the aliens say and repeat it on the control pad. There's no visual indication of what to do; you must listen and input all commands in exact rhythm.

Musically, it's a strong title, with tracks and lyrics on the futuristic twinge that permeate the game. Think retro-techno mixed with jazzy beats, in a scene that looks like it was ripped from "The Jetsons" or an Austin Powers opening. It's just something you have to see in action—fully polygonal characters bouncing and strutting through full-motion backgrounds—to really appreciate.





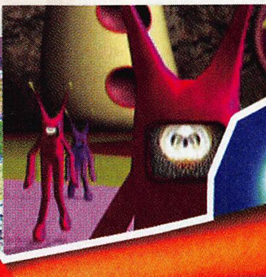
Never has a dancing game looked (or sounded, for that matter) so good and given me so much to laugh about. Whether it's Michael Jackson's "Space Michael" cameo appearance, picture-snapping spacemen dancing in unison or the sight of a massive pink alien named "Tapioca," *SC5* definitely presents a rarity these days: true originality.

I have only one small gripe...it's just too short. Though it might take you a while to get the timing down, experienced players can finish all five levels, including the hidden ones, in fewer than two hours. With a lack of two-player mode and little inherent replay value (think of an ultra-cool *Space Ace*), there just isn't much outside of the initial sensory overload. Is paying fifty-plus dollars for a totally cool import game (or waiting for the domestic release early next year) worth the price? Well, when Ulala indelibly imparts "Up, Down, Up, Down, Shoot-Shoot-Shoot" into your gaming psyche... it sure seems so.

*Kodomo thought **he** had little rhythm, till he witnessed Fury trying to play this game...*







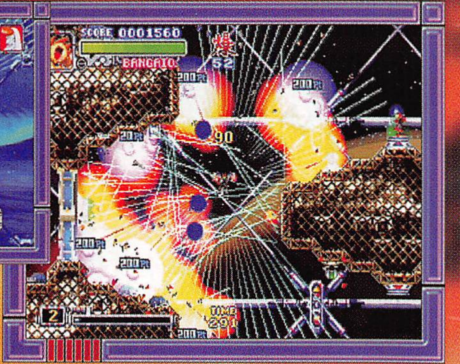




SPACE CHANNEL 5
スペースチャンネル5

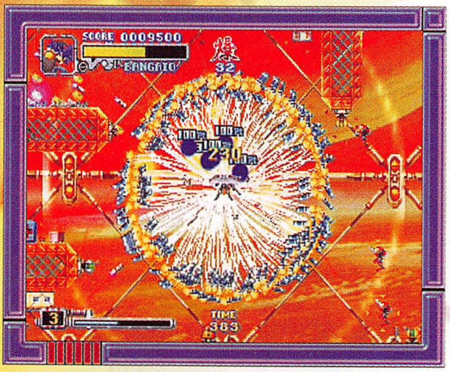
Viewpoint Score	:89	Developer - R&D Dept. No. 9	1 Player	Kodomo: Ooh la la, Ulala!	R Review
		Publisher - Sega	Available Now Japan		



"B-A-N-G-A-I-O, B-A-N-G-A-I-O, B-A-N-G-A-I-O, and Bangaio was its name-o."

I could easily fill the bulk of this review with a near-endless rant of my love for Treasure, one of the most original game developers ever. Any true Treasure fan could, and would, given the opportunity. It's as if those touched by the magic of Treasure feel compelled to fill the rest of the world in on a little-known secret. If you've come across a gamer that's never played *Gunstar Heroes,* you know exactly what I mean... Just be glad you never have to hear it from ECM—the guy tends to cuss and flail his arms a bit when excited. You try playing *Radiant Silvergun* with a busted lip and a broken ego!



2D or not 2D, that is the question.

While you'll find no bigger Dreamcast-head than myself, I'll be the first to admit that I'm growing tired of 3D graphics. Wait—what's this I see on the horizon? A 2D DC game using sprites instead of polys?!? It couldn't be—yet it is, you say, and it's a shooter to boot <enter SOA rep with box of games: "Hey guys, forget that boring Treasure masterpiece with unbelievable control and killer game play and check this out—I've got a 3D gardening sim that lets you view the action from 4 amazing perspectives!">.

And I awoke to find that I was very small.

If you're looking at these screen shots and wondering just what in the world is going on, I don't blame you. Prior to its N64 release, no one knew exactly what type of game *Bakuretsu Muteki Bangaio* would be. In fact, the only thing really clear about it was that it had something to do with little missiles—tons of 'em. You see, the world of *Bangaio* is small, very small. In control of a pint-sized mech, your mission is to destroy everything that twitches. Miniature houses, cars and buildings litter the field, and when destroyed, leave oversized pieces of fruit in their wake. Confused yet? The idea is actually quite simple: Collect fruit for points, and everything else goes to power up your super meter. As if the action on-screen wasn't quite hectic enough, deliver a special attack and watch as a barrage of missiles (each an individually animated sprite) fills nearly every open space (and folks, I do mean that literally). Let's see your conventional shooter try that one...and no, the super attacks in *Giga Wing* don't count.



This journey could not be made possible without...

Slow-down: don't you just hate it? Though it helps to remind that nothing in life is perfect, it can be the cause of massive frustration when playing a game like *Bangaio* (take, for example, the N64 version). But the DC rev is nigh-free of slow-down, I tell you! Believe me, once you get an idea of how much action appears on-screen at once, you'll be in awe of such a feat. But what about the graphics, you say? Was Treasure able to inject *Bangaio* with a few extra DC perks? Well, aside from more color and faster game play, each stage now has an added layer of (drum roll, please) parallax, adding a much deeper and more organic feel to the background. Detail was obviously something Treasure felt the N64 rev lacked.

Now that you'll be buying every Treasure game from here on out...

If you can manage to pry yourself away from such unbelievable import titles like *Super Producers* and *Death Crimson 2*, you might find a truly exciting and fresh experience with Treasure's latest gem. Now if only Treasure could port *Rakugaki Showtime* to the DC (and you thought *Power Stone* was cool, blah)...

Fury constantly marvels at how his little "mistakes" (unlike those of the other staff) are always just short enough to use as Quote of the Day on GF's website.





R REVIEW	FURY: CHITTY CHITTY BANG... BANGAIOH?	DEVELOPER - TREASURE PUBLISHER - ESP	1 PLAYER AVAILABLE NOW JAPAN	VIEWPOINT SCORE: 95

And with one massive swing of my death-dealing broadsword, I cut through my victims with the greatest of ease...in a nutshell, that pretty much sums up *Berserk* on Dreamcast.











Games like Gremlin's *Loaded* shocked audiences worldwide with its ridiculous amount of blood-soaked carnage; now *Berserk* is intent on taking the helm as the king of console bloodletting. Indeed, with the exception of *House of the Dead* and *Resident Evil*, a Sega platform has never seen a title quite this violent. But before some overzealous high school guidance counselor decides to go on a personal crusade against Yukes' newest beat-'em-up import, realize this title will most likely never see the light of day in America. If I'm wrong (which would be truly awesome), *Berserk* will surely raise the envelope of gaming violence here—and if you ask me, I'd say it's about time!

If you're unfamiliar with the *Berserk* manga, the premise is a bizarre and twisted tale that would be difficult to describe, as the game is so text-heavy. But the beautifully crafted and surprisingly long intermissions help draw you into the game's ultra-compelling and sadistically grim storyline...that is, if you have the patience to sit through them in their entirety. At least 70% of the game is comprised of cinemas. Now, don't take that as a bad thing—they do help to break up the monotony of game play (just how many baddies can I hack in two!?!)... After twenty minutes straight (or so) of movies, you'll be dying to get back behind the controls.



Like the storyline, Berserk employs some frighteningly dark visuals. Enemies can be slain with a number of devastating blows, i.e. slashing torsos in two (or three, for that matter), and you can't forget decapitation... God knows a few of my enemies haven't! Colors remain dull, for the most part, save for brief moments when your character goes into an ECM-style berserker rage—then the screen blares a reddish hue, as if you were seeing the action through the glowing eye of Gattsu, Mr. Berserk himself.

Perhaps the most shocking thing about Berserk is just how long the game is, especially for a *Double Dragon*-style brawler. Multiple paths can even be found when Gattsu's presented with several *Dragon's Lair*-esque (and now *Shen Mue*-esque) moments; unlike *Dynamite Cop*, nailing—or missing—the directional pad at just the right moment can lead to an untimely death or the discovery of a new path. This should definitely add to the replay value, but man, do I have to sit through those freakin' cinemas AGAIN?!?

Huge, menacing bosses, killer music, amazing atmosphere and personality, insane character design and a body count that rivals nearly any game in existence—are ya sold yet, folks? Believe me, buying *Berserk* was one of the smarter import purchases I've made this year—but, jeez, is it ever hard to wash blood off the hilt of a sword. Definitely hit your nearest import shop for this one, and if ya get a chance, contact your local blood bank along the way... I've got a funny feeling there'll be no shortage of donors!



As a kid, Fury once went into a berserk rage, but his parents finally bought him the "He-Man and the Masters of the Universe" sword.



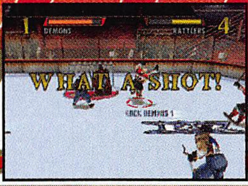


ベルセルク
BERSERK

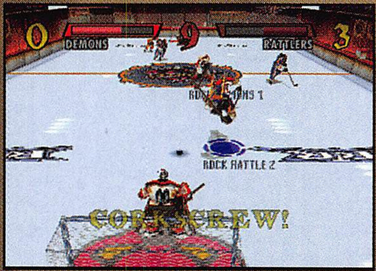
Viewpoint Score :92	Developer - Yukes	1 Player	FURY: Cloud, do you mind	R Review
	Publisher - ASCII	Available Now Japan	if I borrow this for a bit?	

GameFan Sports





LAST MINUTE ADDITION!!! I honestly have no idea what to think of this title but the mere fact that it exists, makes me a little excited. I have been begging for ages for an unlicensed, bruiser of a hockey game. Still heavy on realism, but chock fulla glorified fighting, gore and major customization. Here comes EA, the hockey sim gods, with something close to what I had hoped for, but what may turn out to be nothing more than another *NHL Open Ice* meets *NFL Blitz*. Rock the Rink is what it is called and it will be an over-the-top, 3-on-3 arcade game with tons of pugilism, crazy slap shots and bizarre fantasy teams to face off against. The game will even include music by... The Hanson Brothers!? Which Hansons it is, I'm not sure... and I don't know which would be scarier: listening to *Mmm-Bop* by those nauseating Oklahoma boys; or Jeff, Jack and Steve singing their own tune... yikes! For now just take a look at these shots; I will give you the low down on the game, in more detail, next issue. For the record, if it is *Slap Shot*'s Hansons, I want credit because I thought of it first. **EN**



F1 World Grand Prix
Dreamcast
Sega



Looks go a long way to making racing games palatable to me, and this is one sweet looking title. If you like racing titles, or better yet, have a thing for F1 games, you'll be in heaven. F1 World Grand Prix almost makes me forget Flag To Flag and Monaco GP... Now excuse me, I have to go race against a bunch of guys I have never

G 9 C 8 P 8 M 8 O 6 **89**



F1 fanatics, be warned: This game will completely engross your life and you will stop doing your laundry (ok, maybe that's just me). Jokes aside, NEVER has an F1 game looked this good! If you already own *Monaco GP* and *Flag to Flag*, sell 'em. Comparing the three will drive you mad. eBay, anyone?

G 10 C 8 P 9 M 9 O 6 **93**



Virtua Striker 2
Dreamcast
Sega



Virtua Striker is a fast paced, arcade soccer experience that will please both fans of the pure sport of soccer as well as the legions of adrenaline junkies just looking to kick a ball around. The graphics are exceptional, the control is the same as that of the first and it is on the home console... all of the key ingredients.

G 8 C 8 P 8 M 7 O 6 **88**



Known sacredly as "football" to online editor Kodomo (yeah... he's one of "those" soccer fans), there have been few and far between good soccer games. VS2 is an exceptional soccer title that concentrates more on fun and addictive gameplay rather than realism. While soccer isn't for everyone, give this one a go...

G 9 C 8 P 7 M 7 O 7 **90**

Hot Shots 2

PlayStation | Preview

Developer: Clap Hanz Available: Mar. 7
Publisher: SCEA # of Players: 1-4

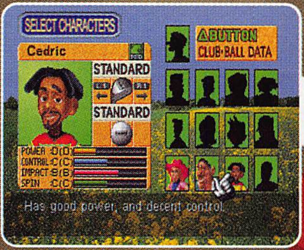
One of the PlayStation's best games of 1998 is back, with a sequel by Clap Hanz... Clap Hanz?!? That's right—Camelot lost the lead programmer of the first *Hot Shots* to Sony, who have now taken the series into their own hands. What, then, does this mean for *Hot Shots 2?*

What it means is more of the same great game play, with only a slight change in style. Unfortunately, the change in style is precisely what has me worried. The fact of the matter is that it was as much look and personality as it was game play that made *Hot Shots* such a fantastic title. *HS2* has different character models, designed to look more realistic, and tries to do the same with the courses. But instead of the sharp, vibrant colors of the original, *HS2* will feature more lifelike pastels and landscape models—make your own decision as to whether this is a good thing or not.

Fortunately, the majority of in-game features will remain the same, which is a great relief. Some unlockable goodies have been added, which I am totally stoked about. Not only can you gain access to better golfers, winning tournaments will get you better balls, clubs and caddies. Remember *Jack Nicklaus Golf* on the Genesis? Same thing here. Clap Hanz has also added a bunch of special new features to be earned, including different camera angles, wallpaper and music. Not necessary, but a nice touch.

I can tell you right now that the engine it runs on is not as good as the original's (which stayed with Camelot). In this previewable state, I noticed many slight hiccups in the camera angle's shifting and scrolling. These are barely noticeable, though, and could very well be eliminated by the time the game goes gold.

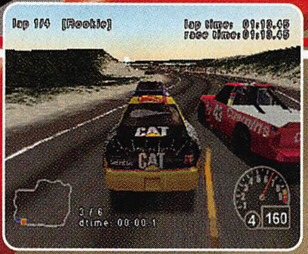
Be excited. If *Hot Shots 2* isn't able to live up to the grandeur of the original, it will at least make a better choice than EA's *CyberTiger*. Let's hope the removal of the original game's cartoon flavor doesn't make *Hot Shots 2* just another golf game. **EN**



NASCAR Rumble

PlayStation | P Preview | Developer: EA | Publisher: EA | Available: Spring '00 | # of Players: 1-2







Well, it looks like the swine are flyin' (and I know I'm gonna take flak for this admission), because I have found guilty pleasures in EA's newest title, *NASCAR Rumble*. That's right—a NASCAR game may have just muscled its way onto my desk and earned itself a coveted save-game slot on my memory card (that's prime real estate, folks).

While I have decided to stick this title into **my** sports section (ECM's Note: *whose* sports section?), it's no more a sports game than *Jeff Gordon Racing. NASCAR Rumble* is what happens when you take a precious license and fuse it with *Wipeout*-type combat racing; what could easily have been a marriage of the unholy turns out to be something blessed by the higher powers.

The laundry list of features and options adheres to EA Sports title standards: multiple play modes, an impressive soundtrack (with the Allman Brothers on it!), a limited number of tracks (with more, hidden tracks to be unlocked) and race commentary. With added power-ups, wild jumps and course obstacles, though, this title rises above the mundane. Just think—you can now race your favorite NASCAR heroes through wild street courses, blast Dale Earnhardt with missiles (who better to nuke?) and run the likes of Ricky Rudd and Mark Martin into the wall. You can also unlock a bunch of wacky cars, like the Golf Cart, RV Home and Chicken Truck, for more racing shenanigans.

At this point, the only real problem with this game is the cars' AI. There is a bit too much rubber-banding, and the computer drivers are quite stupid—though in Championship mode, the cars always finish in the same spots, which I find quite annoying. Nothing dispels the illusion of sentient racers faster than predictable finishes.

It is clear that this game was made for the masses (it's even programmed with an idiot-proof "No Mistakes" mode), but nonetheless, it has managed to capture my attention. What might have been another cookie-cutter cash run may actually turn out to be a worthwhile purchase. **EN**

F1 World Gran Prix

Dreamcast | R Review | Developer: Video Systems | Publisher: Video Systems | Available: Now | # of Players: 1-2







Less than a year from now, the world-renowned *Formula One* series will make its way onto U.S. shores, and Americans entranced with the world of stock-car racing will come to know and respect F1 driver names like Michael Schumacher and David Coulthart. On the track (not to mention their million-dollar wallets), these ultimate speed demons must surely experience an adrenaline rush beyond comparison. Hit a wall at 180 mph, however, and you're toast; plain and simple. On the other hand, crash and burn in an F1 *video game* and, at the most, you'll receive painful criticism from your peers...not that I'd know how that feels <cough cough...Quote of the day>.

If you've already purchased *Monaco GP* or *Flag to Flag* on the Dreamcast, you might not want to read the rest of this review. While some gamers (and believe me, you are definitely in the minority) find the aforementioned titles to be class-A racers, the reality is that they're pretty, but they're far from good. Enter Video Systems' *F1 WGP* for the Dreamcast. Check it out—and you'll understand that this is easily the most impressive-looking F1 racer ever crafted!

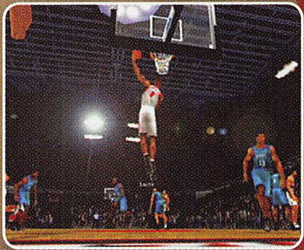
Locales, drivers, teams and cars...all mimic the real 1998 F1 season. But in reality, that's really not much of feat (if given developer's budget is large enough). What truly separate *WGP* from the rest of the pack are the insane visuals. Witness the breathtaking, real-time intro, the gorgeous car models and tracks... Video Systems has managed to deliver one of the most lifelike racers—period. In fact, I'd go so far as to say that *WGP* is comparable to *Sega Rally 2* or *Tokyo Extreme Racer*, in graphics and playability. *WGP* will certainly set the mark for how well an F1 racer could, and definitely should, control!

The DC might not yet have a PlayStation-sized software library, but it already has its share of crappy games. Hold off on the *Speed Devils* and *Test Drive* garbage, and look to Video Systems' *F1 WGP* for a taste of some real 128-bit, F1 madness. **Fury**

ESPN NBA Tonight

Dreamcast | P Preview | Developer: Konami | Available: 1st Qtr. '00 | Publisher: Konami | # of Players: 1-4







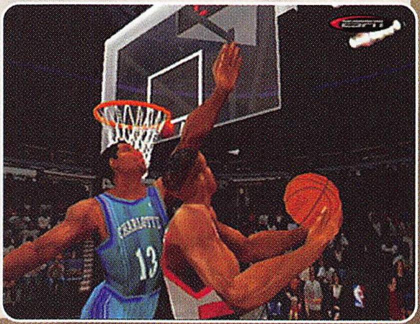
The derailing train that is Konami basketball titles seems to have righted itself. *NBA Tonight*, the first hoops collaboration with ESPN, will be hitting the shelves in time for, well, the playoffs at least (hey, at least they weren't 2 years late like *ShootOut*, right?). A major departure from the dismal *In the Zone* franchise, *NBA Tonight* will try and reflect the passion, depth and knowledge that is associated with ESPN.

Aside from the familiar look that is ESPN, the game will also carry the sounds of your typical ESPN broadcast, utilizing the commentary talents of Brent Musburger and the irreverent Stuart Scott. Stat hounds will also be pleased with the plethora of statistical overlays, courtesy of *NBA Tonight*'s research department. Expect to see other small television style nuance like the post-game interview with the Player of the Game. You think there'll be some repeat dialogue in those things? Quick, hit the Start button...

There is no doubt that the game will take advantage of the power of the Dreamcast. It is clear that this will be the prettiest Konami Sports game. With more than a thousand animations, including courtside action and a myriad of facial expression, Konami hopes that *NBA Tonight* will look and feel like the real thing.

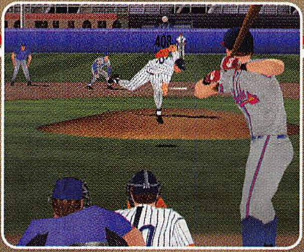
Graphics have not been the downfall of their other titles, however, so how the game looks will count for little. In order for *NBA Tonight* to make the grade, competing against the likes of *NBA 2K*, it will have to solve all of the gameplay and AI problems that plagued the *In the Zone* titles. These areas remain question marks, for now.

I really hope this game plays as good as it looks. Konami needs to reestablish itself as a viable sports game developer and ESPN NBA Tonight may be that ticket. Now, if they could only do something to get me excited about *Blades of Steel* again, I would be very happy. **EN**

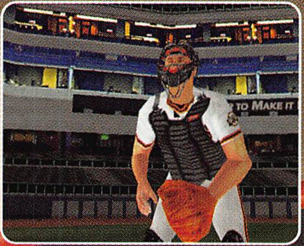


ESPN Baseball Tonight

Dreamcast | P Preview | Developer: Konami | Available: Spring '00 | Publisher: Konami | # of Players: 1-2







I have to admit I have been smacking around Konami sports titles quite a bit over the past year. I'm not about to apologize for my harsh criticisms on one of the weakest line-ups in sports games simply because they deserve no slack. This is a company that was putting out some really cool sports games as recently as 1995. Since then however, it has been all downhill...

The recent news that Konami was pairing up with ESPN came as somewhat of a surprise. For a leader in sports entertainment to ink a contract with a company that's made a string of horrible sports titles made little sense to me (then I remembered the ESPN line of video games from E3s past and I realized it wasn't as shocking as I had initially thought).

This marriage looks to be a good one, though, ending the current streaks of bad luck each partner is having. Konami's *ESPN Baseball Tonight* might be the first baseball sim to hit the system next year.

While the graphics aren't up to snuff with the eye candy I've seen in such Dreamcast titles as *Soul Calibur* or *NFL 2K*, it will boast an impressive 1000+ animations to deliver the most realistic moving baseball game to date. Those that complain about the boredom factor involved in baseball will be happy to know that there will be a dynamic camera, or "Smart Cam", that will switch to where the action is at the appropriate time. Plays at the bases, nasty junk pitches and great fielding plays will all get highlight treatment with on-the-fly close-ups.

While many details about the features and options of the game remain a mystery, it is known that all of the stat implementation and tracking will be delivered by the ESPN Baseball Tonight's research department... STATS Inc's got nothing on these guys either.

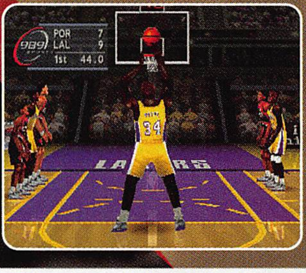
One tidbit of AI information that is available has to do with the pitchers. The game will know what combinations real-life pitchers like to work with, whether it is working the ladder with fast balls, fooling batters with properly timed change ups, etc... This is something I have never really thought about before and it sounds totally cool. No word on whether the game will include the Scenario Mode of the *Bottom of the 9th* titles... that series' only bright spot.

ESPN Baseball Tonight will hopefully be available in time for Opening Day and, fingers crossed, will be everything we could want form a 128-bit baseball sim. **EN**

NBA ShootOut 2000







PlayStation | **P** Preview | Developer: 989 | Available: Spring '00 | Publisher: 989 | # of Players: 1-8

Well, well, well, what do we have here? It looks like a basketball title from 989 Studios. But how could that be? 989 Studios doesn't do basketball games, do they? I mean, when was the last time you saw a hoops title come from these guys? I have a really short memory, so it's kinda foggy...

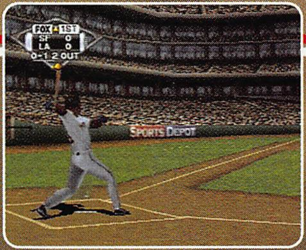
All fun aside, it's been almost two years since 989 Studios produced a *ShootOut* for the PlayStation. Why, you ask? I'd have to venture that it was EA's impressive *Live 99* that frightened 989 back to the drawing board. None of this matters now, though, since *NBA ShootOut* is back, with a new installment in the sorely missed hoops franchise.

The time off has done the franchise some good. What I always considered an inferior product to *Live, ShootOut* needed an overhaul—and it looks as though it's received just that. With a new engine, better player models and more advanced AI (the area in which 989 is weakest, across the board), *NBA ShootOut 2000* may just steal some of the thunder of *Live 2000*—now that some have tired of the latter and are looking elsewhere for hoops action.

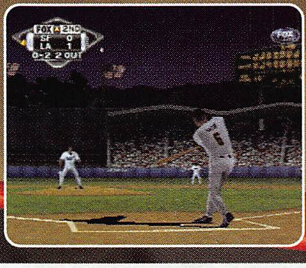
Right now, the game is still a bit twitchy, and there is no commentary to speak of, but it is clear to me that *ShootOut 2000* is a major improvement over the last version (when did that come out, again?). While they put their time to good use, fixing game play and graphics, it doesn't look like they've spent too much time on creativity. Like its competition, expect nothing strikingly new or exciting in the way of features or options. 989 has managed to trademark a couple more meaningless terms like Read-and-React AI and Match-up-and-Deny AI, but that means very little to the gamer. What will be of interest is the addition of a create-your-own-dunk feature. That's right—now you can tweak an existing dunk to your own specifications and make your own dazzling aerial display... That's gotta be worth something.

Yes, *NBA ShootOut* has been sorely missed, and has let *Live* dominate the 32-bit basketball sim. With this year's version, though, look for *ShootOut* to steal back some of the glory. **EN**

Major League Baseball 2001



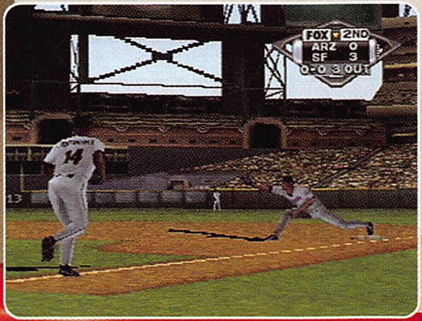




Nintendo 64 | **P** Preview | Developer: Fox Sports | Available: Spring '00 | Publisher: Fox Sports | # of Players: 1-2

No, this is not the 989 title *MLB*, it's the third installment in FOX's new sports lineup (which already includes a basketball and hockey game). FOX, an up-and-coming developer, impressed me with their hockey sim *NHL Championship 2000*, while their *NBA Championship 2000* left something to be desired. Will the third time be the charm?

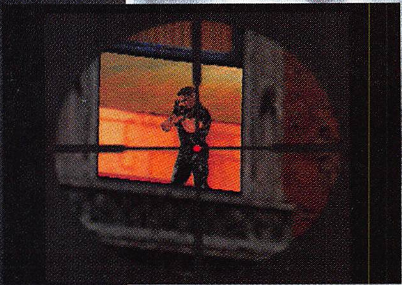
My initial impressions of this game are good. The graphics are on par with the rest of the PlayStation baseball titles, and the game's set to use the vocal talents of Joe Buck and Tim McCarver to add that FOX flavor. Beyond the FOX look and sound, though, there is very little that separates this game from the others already established within the market. The fact that it utilizes FOX baseball design and the aforementioned commentary is in its favor, though, and will familiarize users with it, though it is the first incarnation of the game. Playing it will be like watching a Sunday afternoon game on your local FOX affiliate. It is this recognition that will help *Major League Baseball 2001* grab some of the baseball game market.



The game is still new, however, so the ever-important game play and AI are not developed enough to comment on. I have historically browbeaten baseball titles for less-than-perfect AI, which is of paramount importance—and in my eyes, it will be that factor which will make or break the game. The developers are hard at work making sure the game is realistic as possible, but I must admit that, after the snafu with the five-on-five hockey overtime, I am a bit skeptical that they can put together top-notch AI at all.

Only time will tell, but keep your fingers crossed... The PlayStation needs another good baseball sim. Actually, the Dreamcast and PS2 need good baseball sims too, hint hint... **EN**

QUARTER CRUNCHERS







Silent Scope 2



Silent Scope created a whole new genre of gun games, requiring precision rather than mass amounts of ammunition to hit a target; with slick graphics, innovative game design with two different screens and addictive game play. It's no surprise, then, that Konami is coming out with the sequel *Dark Silhouette: Silent Scope 2*.

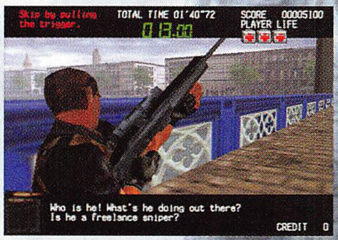
While the first *Silent Scope* took place primarily in North America, *Dark Silhouette* unfolds mainly in Europe. As part of the elite Alpha Squad, United Kingdom's anti-terrorist team, you must prevent an unidentified terrorist group from launching a deadly VX chemical gas missile (the same VX in "The Rock"). Your adventure will take you into the heart of London to the moors of castle estates, military airports, even an underwater base. Graphically, *Dark Silhouette* looks much better than the first, with highly detailed animations and cool background settings. But the major change here has been of the "one man vs. an army" game to a tag team of snipers vs. a full armada.

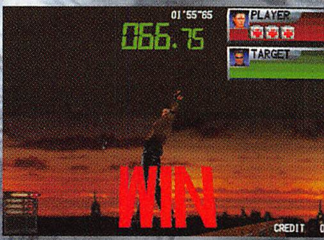
Silent Scope 2 features two-player action three different ways: team up and cover each other in "story" mode (a la *Time Crisis 2*), compete in a shooting range competition for the highest score, or, in "duel" mode, try to find your opponent and get the first bullet in. You can use "night vision" virtually any time, but at certain points of the game you'll have to use "thermal vision" (i.e., in totally dark, enclosed areas) and even "x-ray vision" (to see enemies hiding behind walls). And, of course, the wonderful "voyeur vision" comes back intact, and is necessary to regain any health. Come on—who doesn't get a kick out of a g-stringed babe close-up?

Set to be released in March, *Dark Silhouette: Silent Scope 2* will definitely appeal to fans of the first game, and will certainly get all fans of gun games taking aim. Be sure to check this game out when it hits the arcade scene—I'll be back next issue for the full "hit or miss" review. **Dangohead**









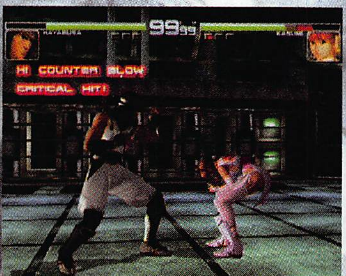


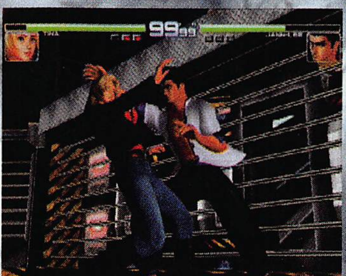
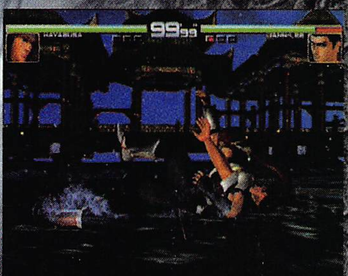










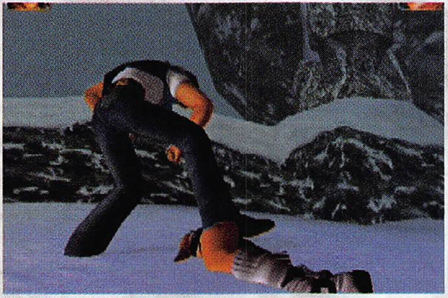
Dead or Alive 2

Let's cut to the chase here... *Dead or Alive 2* is in the middle of the road. It borrows some elements from *Tekken* (i.e. the Tag Team mode, combos and fast game play) and *Virtua Fighter* (i.e., game system, button layout) and puts in massive amounts of eye-candy and bodacious babes to make it one of the most unique 3-D fighting games ever. The statement, "Our babes are better than theirs," is never more apparent than this game. But *DoA2* doesn't just have virtual ladies for our viewing pleasure; it's a solid fighter with awesome visuals and addictive game play.



DoA2 looks stunning, and puts its predecessor to shame. Backgrounds are enormous, and the textured detail of each stage, whether it's igneous rock formations of mountainous landscapes or the stained glass windows of an abandoned church, puts every other 3-D fighting game to shame. For those wondering about the "bounce" of the female characters, it's gone—and been replaced with more sensible motion simulation rather than the ridiculous "waterbed chest" the first one suffered. Character models are excellent, with an enormous amount of detail—it's a bit "too realistic". As Hi-Fi pointed out to me, characters go from a relaxed stance, where you can see each finger, to a guarded stance, where the fighter clenches his/her fists. This subtle detail is just one of many that will catch your eye, and it may not be immediately noticeable, but after hours of play, you'll begin to notice such insane visual nuances like this game offers.

Remodeled with added features, the game play in *DoA2* hasn't really changed from *DoA*; the premise still remains the same: kick the snot out of your opponent with a vast array of striking, kicking and throwing techniques from a three-button joystick layout. As soon as you start a game, you'll have four different play modes to choose: Single, Time Attack, Survival, and Tag Team. In Single, Time Attack and Survival modes, choose from 12 characters and duke it out on an enormous 3-D fighting arena. And yes, as shown by numerous screen shots and online movies, there are certain areas on the stage where you can pummel your opponents out of their senses and send them flying into new branches of the arena. The transitions are flawless, too, whether slamming the foe down a waterfall or tossing him through a window. The "Hold button" feature from the first *DoA* has been replaced with the "Free button" which commands both 3-D movement (similar to the 8-Way Step in *Soul Calibur*) and the counter system in the game. Tag Team mode offers something brand new to the game; similar to *Tekken Tag Tournament,* select two fighters for your team, and at any time during a match simply press all three buttons and tag in your partner. Of course, your character has to be in control in order to make the tag (not in the air, not being thrown, etc.). The actual "tag" is instantaneous, much quicker than in *Tekken Tag Tournament;* this allows for absurd ability in the combo area, and twelve-hit juggle combos are common when tagging partners in repeatedly.

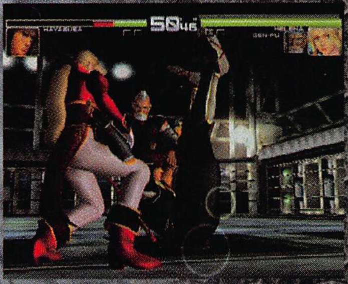


Sounds incredible, doesn't it? Well, I do have some major gripes with the game, and, as stated earlier in a preview of *DoA2,* it stems from the Free button. The counter system, while ridiculously easy to use in the first *DoA,* is now a bit of a struggle to use in the second one. The motions for countering are unforgiving, and interfere with the motions of 3-D movement; some of the counter motions are very similar to its motions. Speaking of which, 3-D movement in the game is not very useful unless you're far away from the enemy. It's very awkward, as is sidestepping—I wish they would've added a third button for it. Tag Team mode, while quite fun, is missing the multi-part stages of the single-player game, and while there are danger areas in Tag Team mode (e.g., explosive barriers to knock your target into), I would've liked to have seen the same multi-part stages incorporated into Tag Team mode. Character balance doesn't quite seem even, but *DoA2* is a mammoth 3-D fighting game—one that'll appeal to any type of fighting fan, be it guru or scrub. And in the end, *DoA2* has better babes than the rest... **Dangohead**

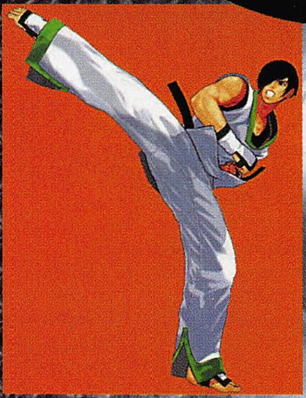
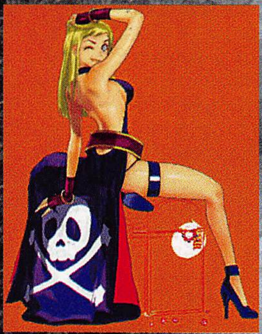






餓狼 GAROU
MARK OF THE WOLVES™



One of the most venerable series of fighting games that can compete with the "sequel mania" of the *Street Fighter* universe has got to be *Fatal Fury.* Who can forget the first time they pulled off Terry's Power Geyser, the motion for which was nearly impossible to pull off. Well, even though *Fatal Fury* has lasted as long as *Street Fighter,* it definitely has been outranked by the more stellar SNK fighting titles *King of Fighters* and *Samurai Shodown.* Even the *Real Bout* series that tried to breathe new life into the *Fatal Fury* franchise failed to become popular. Now comes the newest *Fatal Fury* without the *Fatal Fury* name: *Mark of the Wolves.* And it is by far the best 2D fighting game from SNK to date.

Flowing Like Water

While the lineup of characters may not be as impressive as *Street Fighter Alpha 3* (twelve versus thirty), each character is unique (only one shotokan brother in *MotW, SFA3*'s got five) and, graphically, the game features animation comparable to CPS3 games. That's right—the animations of each character, whether in idle or victory poses, are simply amazing. Neo Geo hardware hasn't produced this much animation since... well, since never! The visuals are unbelievable, and outdo almost every wondrous 2D game on the venerable SNK hardware (except maybe the *Metal Slug* series).

Attack animations are incredibly fluid, and when it comes to the special effects of each attack, the glories of 2D animation are honored. Every special attack has an extreme amount of eye candy, whether in flashy energy lines or the "organic" effects seen when characters connect with heavy attacks. And it's not just the characters that look great; the backgrounds are well done, in the expected SNK fashion. Stages change, in location or in lighting, after every round, and most stages offer cool background characters (you can see SNK characters, including Geese, in a few of them). The whole staff at GameFan was stunned to see this much amazing visual quality come from hardware that is essentially 10 years old. But I did expect one thing from SNK and *Mark of the Wolves:* solid game play.

Refreshingly New Game Play! What a Concept!

To say that *Mark of the Wolves*' game play is good is an understatement. Stripping away most of its *Real Bout* influence (the Super Meter is the only *Real Bout* feature to survive), it's like the SNK developers took all the flaws of the *Street Fighter III* series (parrying turtle tactics, and what-not) and cor-









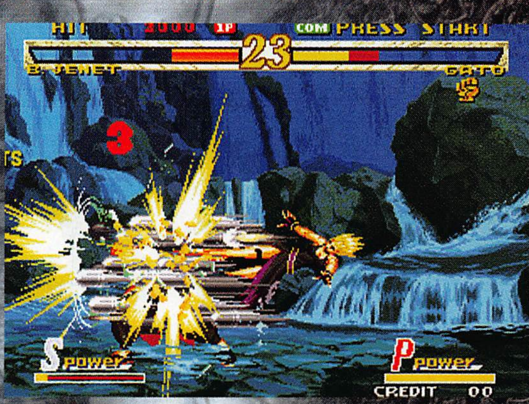
























rected them. The product is *Mark of the Wolves*, a finely tuned fighting engine with lots of game play features that require a high degree of skill to pull off. One of the best examples is the "Just Defended" system, for use in both offensive guard cancels and defensive blocking tactics.

While the name seems a bit awkward, the term "Just Defended" describes itself perfectly; to perform this technique, you must block an attack right before it hits. It's similar to the parry system in *SFIII,* but the timing is harder, and it's not as overpowering as the parry. It's hard to perform the "Just Defended" technique, since most of us (including myself) are used to blocking early. Personally, I like this feature; it really challenges players to try different stuff, rather than relying on "old habits."

The T.O.P. System (Tactical Offensive Position) also offers more features during a fight, as it allows you to perform the T.O.P. attack, regain health (albeit very slowly) within the T.O.P. bar and power up attacks. For example: setting the T.O.P. meter to the first 1/3 of your health meter will immediately activate the T.O.P. meter as soon as the fight starts—while setting it at the bottom 1/3 of the meter will set it off when your health is two-thirds gone. Aggressive players will probably want to activate it as soon as the round starts, while defensive players will want it to go off when their life gets low.

And, finally, the buttons are set to the *KoF* standard, which I think every SNK fighter should adhere to. Solid game play all around, combined with newly designed features, makes *Mark of the Wolves* one of the best.

Tidbits of Bad

So what's wrong with the game, then? Well, for the advancements in graphics and game play, the Neo Geo hardware had to give somewhere, and it's in the sound. Voices are pretty well done, but man, the music just stinks. I know, you're not playing it for fine listening, but man, the music is bad.

My only other gripe is the lack of a "dodge" feature in the game. I didn't care too much for the "line dancing" of previous versions, but a "dodge" feature would've been nice (there is a counterattack move of sorts, activated when A + B are pressed).

Also, I was a bit disappointed when I finished the game after I'd spent ten minutes learning how to play; SNK bosses are notoriously cheap and evil, but Grant and Kain were far too easy even for SNK standards. But I believe this is the beginning of a new series—*Mark of the Wolves* is a fantastic 2D fighting game, and I hope they keep using this engine for other SNK fighters (*Samurai Shodown,* anyone?). **Dangohead**





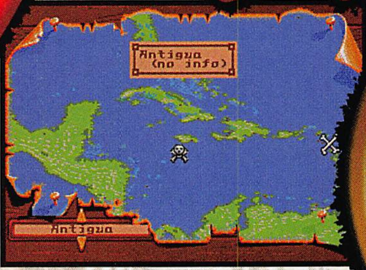


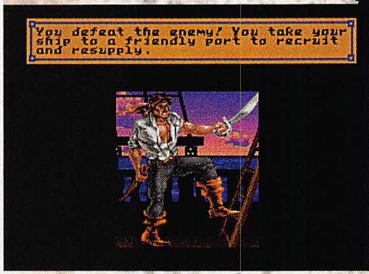


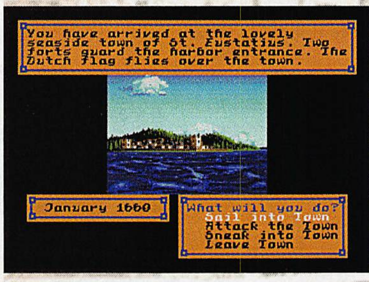
Graveyard

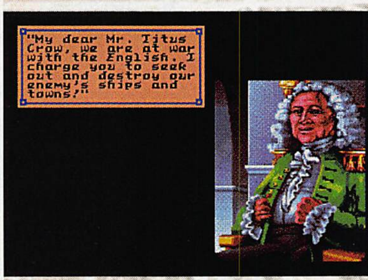
Pirates! Gold

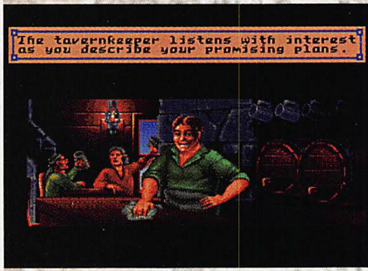
If you read the magazine on a regular basis and actually pay attention to what I'm ranting about, you'll know that I consider this title the pinnacle of video gaming. *Sid Meier's Pirates!* changed the way I looked at computer games, and fueled my desire to play console games. I can remember the day I got *Pirates!* I had picked it up from a computer store in Harvard Square while cruising around Boston on one of my rare trips off campus (yeah, I was a boarding school kid; my parents didn't love me). The idea of playing a game where I was a 17th century cutthroat appealed to me, and I had this Apple II that got little use save for the Bank Street Writer (oh, the early days of word processing!). I got back to my room, and my roommate and I started what would become an obsessive activity, killing countless hours of boredom between panty raids and hockey games. *Pirates!*, while giving me fantastic knowledge of Caribbean geography, almost killed me academically.







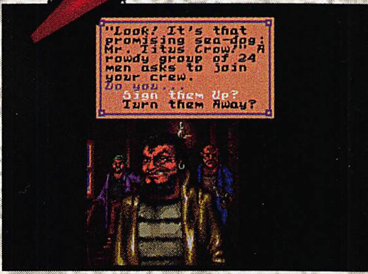




You'll have to excuse my stroll down memory lane, but whenever *Pirates!* gets brought up in the office (which is quite often, considering that Eggo, too, is a fanatic), all we can talk about is how many hours we poured into that damn game.

When *Pirates!* made its way to the Genesis (retitled *Pirates! Gold*) in the early '90s, I was beside myself with joy. One of the greatest PC titles ever had graced my favorite console; life was good. More shocking was that the game was actually better on the console. The Genesis controller made playing easier, the graphics were nice and spiffy, and now I could play it on my television!

Fast forward to now, and guess what? I'm still playing *Pirates!*, and loving every minute of it. While ECM and some of the others have no problem playing older games ad nauseam, I normally cannot bring myself to touch outdated titles, no matter how great they were ten years ago; why ruin a perfectly good memory? *Pirates!*, though, is one of only two exceptions in my book (*Shadowrun's* the other). This game still holds up, and maintains the unrivalled replay value that kept me enthralled through my Genesis days.









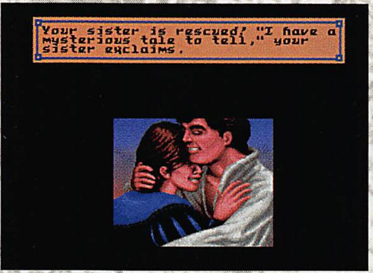
Captain Judge's list of "Things to Do"



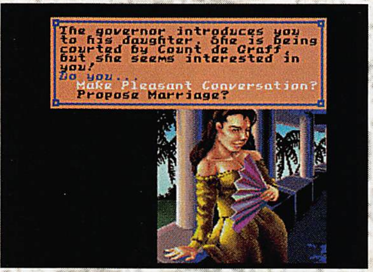
1) Try to keep my crew happy



2) Plunder a few elitist vessels



3) Find and rescue my sister



4) Find a good woman



5) Get married

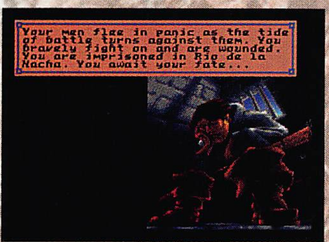












The Game

For the uninitiated, *Pirates! Gold* is a high seas adventure/RPG. The game begins with you, an up-and-coming captain eager to hit the trade routes in search of adventure. Character options include nationality, skill and time period of privateering (my personal favorite was always the "War For Profit" era). The goal is simple: to accumulate wealth and power. Make alliances, marry into families and search for lost treasure... The craftier and more daring you are, the more you'll acquire. The Hall of Fame tracks your scores, so you'll always feel compelled to try and top the current best.

The action's separated into three areas: swashbuckling (one-on-one against a fellow boat captain or town guard), naval battles (engage in cannon warfare, turn the other boat into matchsticks) and exploration (sail anywhere the trade winds would take you).

While it's fun to swordfight and blast enemy vessels, the bulk of game play—and the most fun—is in the exploration. There is but one goal in *Pirates!*, and you can go about it any way you want, whether it's trading, piracy or pirate hunting. With the many wars between nations, there's always someone to join up with and someone else to profit from. The better you are at exploiting the warring countries, the more powerful and notorious you'll become.

What To Do?

Though the game is a wide-open world with limitless possibilities, there are certainly plenty of notable things you'll want to do if you aspire to become nobility (the highest rank in the game). Here are some of the more important tasks you'll want to complete:

Your Family

Scattered around the Caribbean are your lost family members, held captive by evil plantation owners. As you gain rank, you'll learn of ship captains that have information of their whereabouts. Find the captains, and you'll be given pieces to a map. Get enough pieces, and you'll learn where your loved ones are being held hostage. Oh, the joy of reunion!

The Lost Inca Treasure

Those swarthy Spaniards are always stealing! This time they've made off with $100,000 in Incan gold. Unfortunately for those greedy smurfs, the ship sunk and the treasure was lost... or so was thought. Each time you rescue a family member, they'll turn over a piece of a map leading to the sunken treasure. There are four pieces to the map, but the location can be learned with just a couple of them if you are a good *Pirates!* player! How many lost treasures can you find in one career?

Treasure Maps

Visit a tavern and bump into some shady characters. It happens every day in the world of a pirate; some of these shady characters might even have maps to treasure. Pony up 500 gold, and he may even let you have the map (no, you can't duel him and then take it <sigh>).

The Silver Train and the Treasure Fleet

There are two fleets of ships always making the rounds of the Caribbean: the Treasure Fleet and the Silver Train. In the holds of the mighty Spanish galleons is a wealth of gems and money. Find out from local governors' daughters (most likely over pillow talk) what ports of call they will be at next, then storm the town and make off with a king's ransom in treasure... all in a day's work for a pirate.

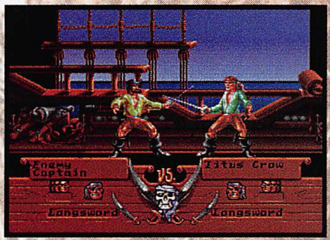
Get Hitched

That's right, all sea and no land makes Jack a randy man; time to find a good woman to take care of you. If all the money and power isn't enough incentive to make you wanna privateer, then how about landing a hot babe as a wife? The more famous you are, the better looking the marriage candidates get... Grab that busty beauty for some big points!

This game has so much to it that I could never talk about it in just two lousy pages. I'm telling you, if you've never played this game, then it's an absolute must. Dust off that Genesis, track down a copy of this game and begin the life of a pirate... It may be the only chance you get. **Judge**







AnimeFan

Anime, Manga, J-pop, Asian Live Action, Otaku Culture

A Note from Shidoshi...

As I'm writing this, Japan is just celebrating the midnight hour and the move into the year 2000. Kind of a fitting moment to write this, don't you think? The year 2000... that's still an unbelievable idea. For so long, the idea of living in the year 2000 brought up thoughts of a future world, a world that would no doubt be different than our own. Well, here it is almost the year 2000, and things will be pretty much the same. Where are the flying cars, the robot maids, the tacky-yet-oh-so-shiny silver jumpsuits? Oh well. Even if the year 2000 isn't bringing us a brave new world, it brings us this feeling that we're entering into a new world, a sort of rebirth, and maybe that's what we need to push us farther down the road to change. When we look back, five years from now, what will we remember 1999 for? If nothing else, 1999 gave me three games which were so good that they all secured spots on my all-time favorites list: ***Silent Hill***, ***Suikoden 2***, and ***Last Blade 2***. Good enough for me. ^_^

Special Feature

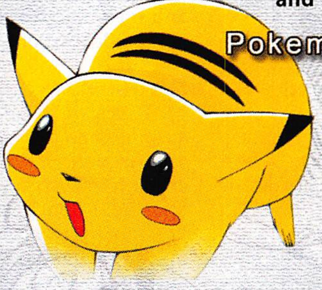
I'm sitting here on the eve of a new year, a new millennium (well, okay, that technically doesn't start until 2001, but you know), and I can't help but think about how strange it all is. I mean, we're used to things like "best of the year" or "best of the '90s" or whatever, but now we're being buried under lists of "best of the 1900s." That's a pretty big range of things to have to think about—I mean, it's hard for me to remember all of the anime that have come out in 1999 that I liked, let alone all of the anime that have come out in the 1900s.

Well, you won't see any "best anime of the 1900s" lists here, I'm afraid. However, I would like to look back on the year 1999, and give my opinion on how I think everything went. I picked what I thought were the biggest anime events in the US in 1999, and I'll give a few words on each. Cool? Then let's begin.

THE YEAR

The Increased Support for Anime on DVD

How long have I been trying to convince you all just how awesome DVD is for anime? Well, 1999 was a huge year for anime DVD for three reasons: some of the best titles yet were released, the companies showed that they believed in DVD, and more importantly, so did you. Titles like ***Tenchi Forever***, ***Serial Experiments Lain***, and ***Macross Plus*** showed just how awesome anime could be on DVD, and what a difference there really is, when a little work is put into the title. Next, pretty much every US anime company either released anime titles on DVD, or announced that they would be doing so in the near future. Finally, you, the fans, went out and showed your support. First, some anime DVD titles were selling better than the VHS subtitled copies. Then, in an even more impressive showing, some DVD titles outsold the VHS versions, period. Like it or not, if you've been holding off on picking up a DVD player, it's going to be harder and harder to stay away—the future is most definitely digital.



Pokemon

The Popularity of Pokemon

Like 'em or hate 'em, the success that ***Pokemon*** has seen on our shores is absolutely a good thing to all of us. Why should I care about that little Pikachu, you ask? One need only look at what has happened because of Pokemon for the answer to that question. The simple fact of life is that when one thing is hugely popular, other companies will walk all over each other trying to find the next best thing. We now have ***Digimon*** and ***Monster Rancher*** on US television trying to be the next "Pokemon," and one has to wonder if ***Pokemon***'s success wasn't also part of what helped Nelvana in picking up ***Card Captor Sakura***.

The Rebirth of Eva in the US

If ***Evangelion*** fans in the US were less than hopeful over the fate of their beloved series, the latter half of 1999 brought wonderful news from two different fronts. First, Manga said the words that all US ***Eva*** fans had been waiting to hear—the ***Evangelion*** movies are coming to the US. After quite a wait with no news whatsoever, Manga made many fans ecstatic with this little announcement. As well, they talked about trying to bring in the same English dub staff that ADV had used to keep continuity between all US ***Eva*** releases, another great sign. That wasn't the end of it, though. ADV Films had a great announcement of their own—***Eva*** would be getting the DVD treatment in the US. As I write this, the first ***Eva*** DVD volume should be hitting shelves very, very soon. If any one anime title will



Evangelion

ONLY $1 AN ISSUE!

SAVE 83%

YES! Send me 12 issues of GameFan for only $12!
I'll save 83% off the newsstand cover price!



Name

Address

City State Zip

☐ Bill Me
☐ Check or Money Order enclosed
Make payable to **Shinno Media** ($12)

Offer good in U.S. only. Cover price per issue is $5.99. California Residents include 8.25% sales tax. Canadian subscription price $49.99, all other foreign countries $69.99. U.S. funds only. Allow 4 to 6 weeks for delivery of your first issue.

IJLGFBI

ONLY $1 AN ISSUE!

SAVE 83%

YES! Send me 12 issues of GameFan for only $12!
I'll save 83% off the newsstand cover price!



Name

Address

City State Zip

☐ Bill Me
☐ Check or Money Order enclosed
Make payable to **Shinno Media** ($12)

Offer good in U.S. only. Cover price per issue is $5.99. California Residents include 8.25% sales tax. Canadian subscription price $49.99, all other foreign countries $69.99. U.S. funds only. Allow 4 to 6 weeks for delivery of your first issue.

IJLGFBI

NO POSTAGE NECESSARY IF MAILED IN THE UNITED STATES

BUSINESS REPLY MAIL
FIRST-CLASS MAIL PERMIT NO. 21 BIG SANDY,TX
POSTAGE WILL BE PAID BY ADDRESSEE

GAMEFAN
PO BOX 630
BIG SANDY TX 75755-9811

NO POSTAGE NECESSARY IF MAILED IN THE UNITED STATES

BUSINESS REPLY MAIL
FIRST-CLASS MAIL PERMIT NO. 21 BIG SANDY,TX
POSTAGE WILL BE PAID BY ADDRESSEE

GAMEFAN
PO BOX 630
BIG SANDY TX 75755-9811

NO POSTAGE NECESSARY IF MAILED IN THE UNITED STATES

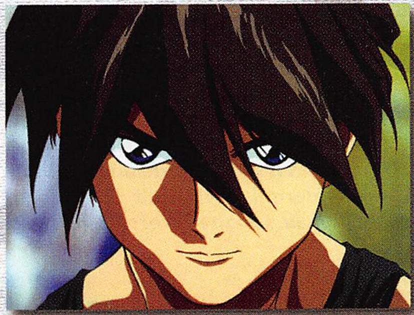
BUSINESS REPLY MAIL
FIRST-CLASS MAIL PERMIT NO. 21 BIG SANDY,TX
POSTAGE WILL BE PAID BY ADDRESSEE

GAMEFAN
PO BOX 630
BIG SANDY TX 75755-9811

really prove that anime on DVD is a hit, and if any title can persuade a large amount of US anime fans that they now NEED a DVD player, it's going to be ***Evangelion***. So, even if you aren't a fan of the series, if you want to see DVD succeed as a medium for anime, then the release of ***Eva*** is something you should be happy to see.

Major Anime Titles Being Shown in US Theaters

There's no doubt that I'm not the only anime fan who could never imagine the idea of actually going to see any sort of anime on the big screen. Sure, every now and then a local "artsy" theater might show some random pick (my local one showed ***Roujin Z*** many, many years ago), or you might catch a very special showing of ***Akira***. But in 1999, the idea that anime COULD be shown in US theaters was finally solidified with the showing of not one, but THREE high-profile anime titles—***Pokemon: The First Movie***, ***Perfect Blue***, and, of course, ***Princess Mononoke***. Sure, we won't be seeing anime titles hit theaters every month in 2000, but the support is growing, and the future is open wider than it has ever been before.



gundam wing

Cartoon Network's Increased Support for Anime on Television

One of the things anime in America needs most is a good outlet for television shows. Sure, you can release them to video, but when you start talking about a couple season's worth of episodes, the amount of VHS tapes you need to contain them all starts to get astronomical. And, unfortunately, titles with a large number of volumes in them have rarely done well during their entire run in the US. So, instead, a better choice is to give the shows the home that they were originally created for: television. With the deal they have worked out with Bandai for ***Gundam Wing***, and talk about other possible titles for upcoming runs on the channel, the Cartoon Network is quickly becoming one of the best friends of the US anime market. ***- shidoshi***

IN ANIME

What to Watch for in 2000

Back before ***Lain*** came out, before I had even seen one minute of footage from the series, I had this feeling that it would be something special, and I said that in these very pages. Now, I'm not right all that often, so when I am, I have to gloat about it. ***[heh]*** So here, once again, Shidoshi is going to go out on a limb to predict one of the hot titles for next year. I've seen part of this one, so I already know it's good, and I'm not saying that it's going to be of the same caliber that ***Lain*** is, but one title that you are REALLY going to want to watch for in 2000 is a little something called ***Photon***.



serial experiments lain

#1: Lain

Call me crazy if you will, but *Lain* was the best of 1999. It's the anime that gets you hooked on anime, or the title that reminds you why you got hooked in the first place. Do whatever you must to see *Lain*, just PLEASE, see it the way it was meant to be seen—on DVD.



#2: Princess Mononoke

Not the best of Miyazaki, but still an epic tale that will be forever remembered.

#3: Perfect Blue (tie)

Intense, psychological, and just plain cool anime thriller that fills an unfortunate void in the US anime market.

#3: Tenchi Forever (tie)

Tenchi grows up, and I'm thankful for that. If this is indeed the end, it's a wonderful send off.

#5: Cowboy BeBop

Cool cats, gorgeous girls, and jumpin' jazz—space has never been as fun or as hip.

#6: Kite
#7: Elf Princess Rane
#8: BubbleGum Crisis 2040
#9: Fushigi Yugi
#10: Video Girl Ai
Honorable: Original Dirty Pair

What I Want in 2000

And now, though I doubt it'll happen, I want to see some anime companies, or video companies in general, take a chance and bring some Japanese television programming over to the US. If you have Japanese friends, it's highly likely that they have deep video libraries of Japanese TV shows of all kinds that were sent to them by friends or relatives. Ask them to show you a few tapes, and you'll see why I'd like to see some make it our way. Be it the wacky gameshow-type program where those über-cute SMAP boys have contests in between silly skits, or the serious drama of the beloved "office ladies," there's some really interesting programming in Japan, which I'm sure could find a cult following on our shores.

Since I'm not going to get that, there are two titles that I want to see—no, that we DESERVE to see—brought over to the US in the year 2000. First is the beyond-words cool stylish drama ***Hana Yori Dango***. This is a fabulous show, and would give some much-needed strength to one of the anime genres that is currently being almost totally ignored in the US. The other is ***Child's Toy***. To say that ***Child's Toy*** is funny wouldn't even begin to do this one justice—if you've seen ***Elf Princess Rane***, then you'll have an idea of the type of "chaos humor" that you'll find in ***Child's Toy***. Right now, I see little to no hope of either of these coming to the US, but then again, I never thought I'd see anyone pick up ***Sakura Tsuushin*** either.

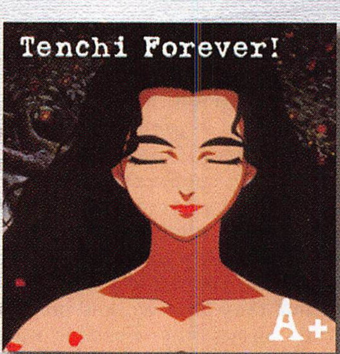
the King of Anime

ダ・キング・オブ・アニメ・'99

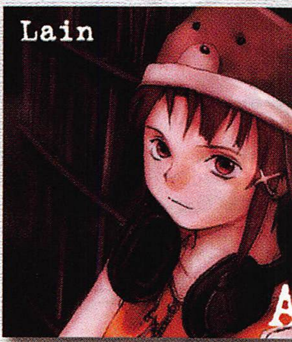
FOUR GO IN. ONLY ONE COMES OUT

The King of Anime 1999 has finally come to a close. No doubt by now you have seen the results on the previous page, and may be wondering, "Why did ***Mononoke*** beat out ***Tenchi*** if you gave ***Tenchi*** a higher score?" As much as I loved ***Tenchi Forever***, I knew that ***Princess Mononoke*** was the better film. Anyhow, our little journey has come to an end, and ***Lain*** has emerged the winner. All of these four titles, however, are winners, and every self-respecting anime fan should at the very least see them all.









Anime Drive-In

Princess Mononoke

AF Best of the Issue!

Drama • Movie • Miramax / Studio Ghibli • 15+
130 min • Sub | Dub • VHS | LD | DVD

A

Every otaku out there has a few anime-related daydreams: calling a wrong number and getting your very own real-life Belldandy, living in a world with the same physics that exist in the anime world, and getting the chance to see one of Miyazaki's masterpieces on the big screen. Well, I may not have my Bell-chan, and I can't jump through the air sideways while emptying a round from a gun, but at least the last has now come true. Yes, my quaint little town got its chance to show ***Princess Mononoke*** in theaters, and trust me, I was there.

If there is any title that proves that anime can be as powerful, as interesting, as artistic, and look just as good, if not better, than any Western animation, it's ***Mononoke***. From the very first scene, the sense of overall quality and polish, the feeling that so much love and attention was poured into the creation of this film is perfectly clear. Every scene looks absolutely gorgeous, from the intricate and complex shots of the forest to the simple yet expressive look on San's face when she first meets Ashitaka. As well, we are given a story that presents us with characters and situations where nothing is truly black and white. We side with Ashitaka, but can't understand why he refuses to fight when he does. We see Lady Eboshi as the enemy, yet we can't help but feel differently about her when we see all of the good that she does. Over the course of the movie, we really get to know each of the characters, from our heroes Ashitaka and San down to the women of the iron village, and as the movie draws to a close, we honestly care about what will happen to them all. Yet, even though I've said all of that, there's something missing. ***Mononoke***, while being an awesome anime, isn't what I would consider an awesome Miyazaki anime. I don't know why, but there's a little bit of his magic missing from the movie. While it ranks high when compared to all anime out there, if we're comparing it to things like ***Nausicaa*** and ***Kiki's Delivery Service*** and ***My Neighbor Totoro***, in my heart, it just can't win. And seeing as how we are on the downsides of ***Mononoke***, there's Disney's dub. Let me clarify that, for the most part, I found this to be a very high quality and worthy English dub job. Two parts stuck out as being off; Claire Danes as San did not sit right with me, and Billy Bob Thornton's portrayal of the monk, while not what I would call bad, was too low-key for the character.



I love ***Princess Mononoke***—it's wonderful in every way that it can be, and would be one of my top pics for great anime adventures movies. However, as I said, it's not my favorite Miyazaki title. Some of you will call for my blood in disagreement, I'm sure, but that's where I stand on the movie. I recommend ***Princess Mononoke*** as highly as possible, as it's a fabulous and engrossing tale that will be remembered for years to come. Just be sure that you go into the movie not expecting the same feeling of wonderment and delight that you felt the first time you saw ***Kiki*** or ***Totoro***. ***- shidoshi***







Anime Drive-In

A Look at ADV's DVD Line-up

ADV DVDs in General

ADV has always had a pretty good flair to their style, and this shows through in their DVD titles as well. So far, all of their DVD packaging has looked great with a nice balance between colorful artwork and easy to understand layout. The same can also be said for their DVD menus. While not the flashiest of DVD menus that I have seen, they are among the best looking in the anime DVD market, and even better, they are quick, responsive, and easy to navigate—a lesson that could be learned by a few other anime companies out there. The only problem I've seen so far is the lack of any notation as to what language and subtitle track is currently selected in the menu. However, as I NEVER use the menu to do this anyhow, this isn't a big deal to me. One thing I am ecstatic to see from ADV is the use of the multiple angle feature to provide both the original Japanese credits, along with the English credits on a few of their titles. Now, I'd like to see them take this one step farther, and allow us to see the original Japanese logo sequence in the opener in addition to their new logo sequence on titles such as ***Sakura Wars*** and ***Nadesico***.

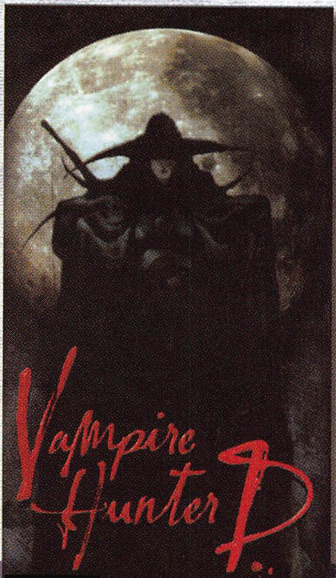
Audio/Video Quality

ADV Films is still a youngster when it comes to the DVD scene, but thankfully they seem to be heading down the right path. Either a product isn't that good, and you have a list of what needs to be fixed, or a product is good, and you have a list of things which could make it even better. Thankfully, ADV's DVD library so far is the latter. If I could give some constructive criticism, here is what I would say: First, up the compression quality. There were a few small moments here and there that were a bit questionable to me, and seeing as how only one of their DVD titles comes close to that magical "two hour rule," I'd love to see ADV push up the compression quality as much as possible if they aren't already doing so. I'd also like to see the colors on some of their DVD titles be a bit more vibrant. Now, this is almost always an original master quality issue, so this isn't something that is the fault of ADV. It's just that ADV has so many great looking titles, and after being spoiled by releases the likes of ***Tenchi Forever*** and ***Lain***, it's hard to accept anything less. On the audio side, for the most part, everything is great. However, ADV has had a few little audio glitches with a couple of their titles. Unfortunately, this is a problem anyone has when moving to a new format, so hopefully all of the kinks will be worked out soon.

Conclusion

I won't proclaim ADV Films to be the next Pioneer on the anime DVD scene; none of their titles so far strike me as being reference quality, either in the way of video/audio quality or extra features included on the disc. Of course, I'm a tough critic when it comes to DVD, and unless a title is perfect I can always find something to nitpick about. On the whole, ADV is doing a fabulous job, and while there are certainly areas in which they can improve as time goes on, the level of quality that they are giving us is already at a great level. If ADV keeps producing quality DVD transfers of their wide assortment of catalog titles, then I think it won't be long before they really become a major force in the market. Seeing as how half a year ago they still had little to nothing to show on DVD, I'd say that's a great outlook on their future. ***- shidoshi***





Urban Vision Re-releases

Joining my look at ADV's DVD line-up is another special look—this one at Urban Vision and two recent re-releases from them. A number of years ago, back when puppies were the oldest creatures and anime was just starting to be released in the US, a company called Streamline released quite a selection of titles. Some of these, most notable ***Vampire Hunter D***, became cult classics, both because there were some interesting titles, and because it was the first experience with anime that many people had. As years passed, many of those titles were discontinued, and if you wanted to get your hands on some of them, you were out of luck. Now, Urban Vision comes to the rescue and revives two of these old titles: ***Wicked City*** and ***Vampire Hunter D***. What's new: For the first time in the US, both of these titles are now available subtitled. As well, Urban Vision gave ***Vampire Hunter D*** a really slick new box that looks great. What's the same: If you didn't like the shows before, well, you still won't like them. Also, the dubs are the original Streamline dubs, so if you were hoping for new dubs for each, you'll be disappointed (***WC*** is still pretty good, ***VHD***'s could be better). Thanks to this re-release, a new generation of fans will have the chance to experience these two classic titles. The big question, though, is will they care? ***Wicked City*** still stands up pretty well, in my eyes, even if it does look rather dated these days. Watching ***Vampire Hunter D*** again, though, made me a bit sad, as it's not nearly as good as I remember it being many years ago. Still, if you are a fan of either, or if you've always wondered what the wonder and charm of these two titles are, you now once again have a chance to get your hands on them.

The wacky comedy. Among the few anime genres that are dumped onto US shores in far too big of numbers, this is certainly one of them. So, you'll have to forgive me if I sound a bit jaded anytime I go into a review of one. It's just that, after seeing so many mediocre comedies releases over here, while countless quality titles keep getting passed up, I've grown a bit bitter.

Geobreeders

Comedy • OAV • CPM • 15+
90 min • Sub | Dub • VHS | LD | DVD

B+



I'll once again be honest—I was expecting nothing from ***Geobreeders***. I've never read the comic, and after seeing the cover, I prepared myself for just another comedy show with silly and one-dimensional characters. Even the story premise didn't give me much hope. Here we've got a gang of "personalities to the extreme" characters who work together as a force for hire. Kagura Total Security, as they call themselves, work to rid the city of "phantom cats," strange computer-born "ghosts" who can change from cat to human form and generally cause havoc. Of course, with such a varied cast of characters, we're assured that even the simplest of missions that they are hired out for just won't go as smoothly as planned.





So, ready to just chalk it off as other average comedy? Well, don't. There's something magical going on in ***Geobreeders***, and it manages to raise itself above most other wacky comedy titles that try but fail to be this good. First, while ***Geo*** is at its heart a fun and wacky romp, it's also got quite a bit of a serious side. While the idea of mixing serious with silly often fails miserably, it works like a charm here. The cast, who on paper would seem like your standard group of cute characters, surprisingly all come into their own and show enough personality and charm to make them more than throw-away characters. Mix this with a great art style which is both colorful and nicely animated, and you've got a sleeper hit of a title which far surpassed any expectation that I could have had for it. That's the joy of a job like this—I get the chance to sometimes be caught off guard by a title that I might not have otherwise checked out. If you can't already tell, I'd definitely recommend ***Geobreeders*** for watching. ***- shidoshi***



Silent Mobius: Volume 2

Adventure • TV (2 Eps) • Anime Village • 14+
50 min • Sub | Dub • VHS | LD | DVD

C+

The mysterious Katsumi Liqueur has joined AMP, but now she needs to learn the skills to protect herself in her new job. She is paired with Robert Device, a maverick cop who doesn't like the idea. But Katsumi and Robert are forced to work together when they are stranded in a bad part of the Tokyo Underground. Then we find Katsumi's introduction to the force not going so smoothly, as most of the other members don't like her attitude. Yuki, however, vows to be friends with her, and learns Katsumi's dark secret and the reason why she acts how she acts.

A while back I tried to get into the ***Silent Mobius*** manga, but to be honest, I just couldn't do it. So, going into the anime version, I had both good and bad feelings; while I was hoping that the anime would impress me more than the manga did, I also didn't have any of those "requirements for the anime version" feelings that I might otherwise have. After I finished the first volume, I was simply stunned. First, ***SM*** started off strong and with a definite bang. The bigger surprise, however, was just how good ***SM*** looked for a TV series. The coloring had to have been done digitally, because the colors were richer, sharper, and deeper in quality than most anime I've seen on VHS, and the art style and animation were a perfect complement. Enthusiastic about going into the second volume, I was in for quite a shock—the quality difference between episodes two and three were like night and day. It was as if the budget starting at episode three was a third of what it was for the first two episodes. Also, the story seemed to lose much of the momentum it had built up from the first two episodes. Thankfully, the soundtrack didn't suffer the same fate. If one is in need of an example where a great soundtrack can really raise the atmosphere and energy of a show to the next level, this is the perfect title to be such an example.

If I had just reviewed the first volume, I would have given ***Silent Mobius*** rave reviews. After seeing the transition in quality, however, I'm sorely disappointed. ***SM*** went from a title that really stood out to an almost "average" title in my eyes, which is a shame. The show still has a "really cool storyline" potential to build upon as the series goes on, and that is the most important aspect of any anime. So, ***SM*** still has the chance to become an important series to pay attention to. ***- shidoshi***



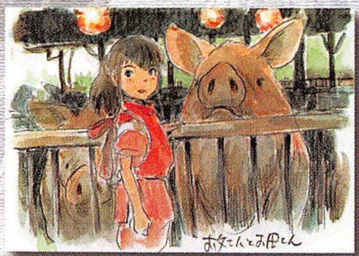






AF News Service

Sen to Chihiro no Kamikakushi



Miyazaki's Next Project

Thanks to a report from the Yuukan Fuji tabloid paper (a Japanese news site), the first real rumbling of Hayao Miyazaki's next project has surfaced. Tentatively titled ***Sen to Chihiro no Kamikakushi*** (Miyazaki prefers that name, while Mr. Suzuki, the producer, prefers ***Sen no Kamikakushi***), it will be a wondrous story of Chihiro, a ten-year-old girl. After her parents were turned into pigs, Chihiro travels to the world of the gods. She hopes that there she will find a way to help her parents be turned back to normal.

Sen to Chihiro no Kamikakushi will be directed by Hayao Miyazaki, and looks to have a release in the summer of 2001 in Japan. After ***Mononoke Hime***, Chihiro sounds as if it will get back to the more light-hearted, "youth safe" type of anime that Miyazaki is known for. The image to the left is a drawing by Miyazaki himself, of Chihiro and her parents.

As well, Miyazaki is also working on three new anime shorts that will only be shown at the Ghibli Museum that is being built in Japan. A very interesting note is that one of the three shorts is a pseudo-sequel to ***My Neighbor Totoro***, entitled ***Mei to Konekobus*** (Mei and the Catbus).

Two Great DVD Announcements



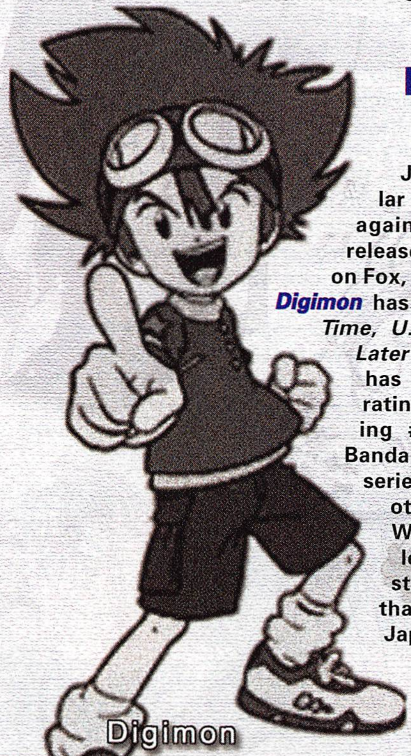
Cowboy BeBo

Eat-man '98

Blue Submarine No. 6

It's official—one of the last hold-outs on the DVD medium, Bandai Entertainment, has officially committed to the format. Starting in April, Bandai/Anime Village will be releasing many of their most popular titles on DVD, starting with: ***Blue Submarine No. 6***, ***Cowboy BeBop***, and ***Eat-man '98***. There will be four ***Blue Sub*** volumes, ***BeBop*** will see six volumes (which will have five episodes per DVD for the first and the last, and four for the rest), and ***Eat-man '98*** will be a two-disc set containing twelve episodes. The interesting part about ***Eat-man '98*** is that only the first two episodes will be dubbed. This seems to be because the ***Eat-man '98*** dubs didn't go over so well, so Bandai won't be dubbing them beyond the first two episodes.

In another bit of news that is DVD related, good news in the way of ***Card Captor Sakura***. A few issues ago, I told you that Canadian company Nelvana had picked up the series for an English language release (with some questionable rumored changes). Well, the company has assured fans that ***Sakura*** will also be seeing a subtitled release both in the US and Canada! In addition to this great news, it sounds like a year 2000 release of ***Sakura*** on DVD is a very possible thing. Let's all hope that things work out and we do indeed see this great series get the digital treatment.



Digimon

Digimon is a Digi-hit

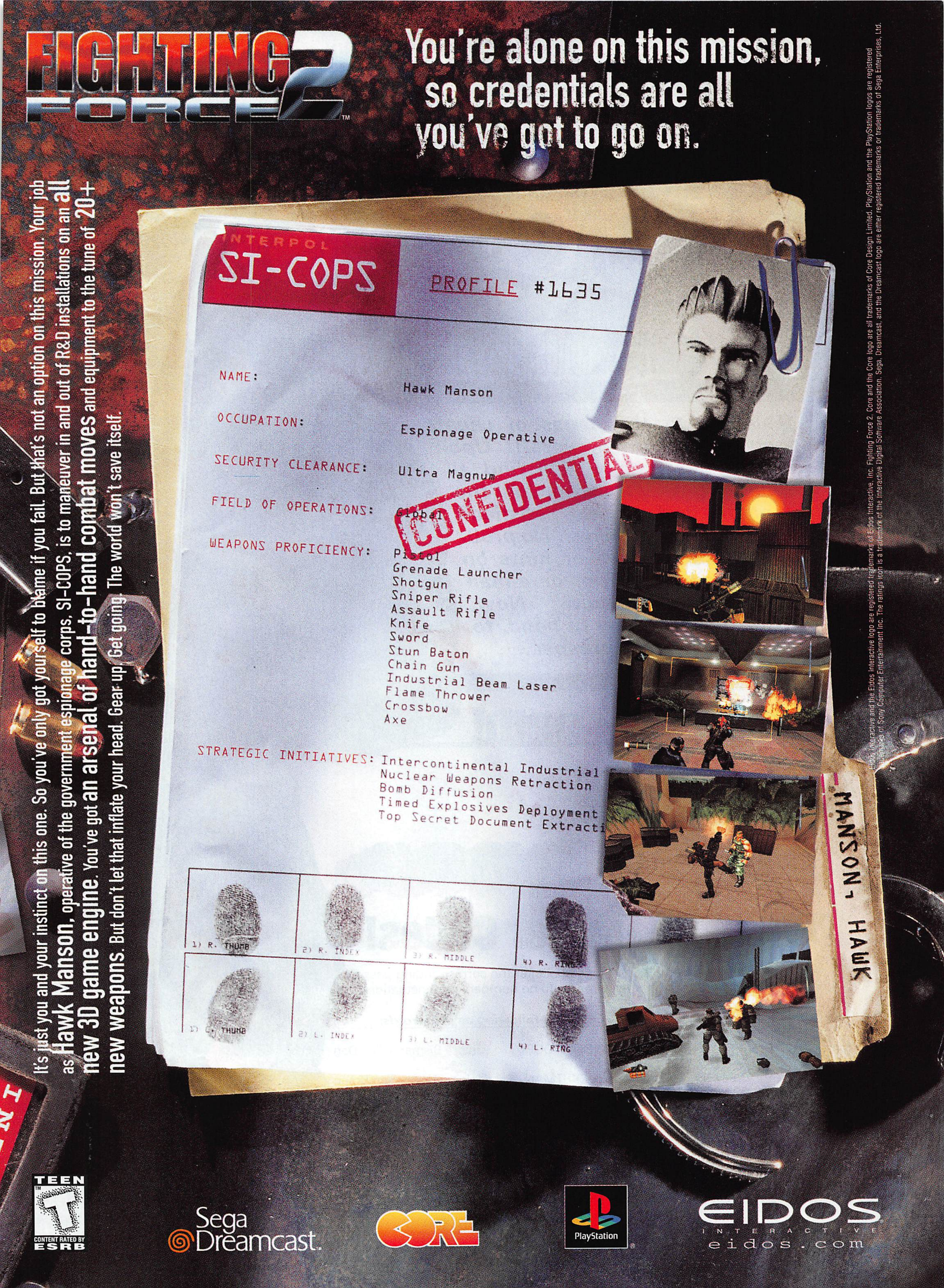
Think ***Pokemon*** is the only "cute Japanese monsters" cartoon popular among America's youth? Think again. ***Digimon: Digital Monsters***, released in the US by Saban and shown on Fox, is doing quite well for itself as well. ***Digimon*** has been given press by the likes of *Time, U.S. News and World Report, CBS Later Today*, and other media; the show has done excellent Saturday morning ratings in addition to continually ranking #1 in weekday ratings; and the Bandai/Upper Deck ***Digimon*** trading card series is enjoying excellent sales, as are other types of ***Digimon*** merchandise. While it probably won't reach the levels that ***Pokemon*** has, ***Digimon*** is still a "monster" hit (sorry about that one) and is another example that Japanese titles can indeed make it big in the US with the right push. If you've never seen the ***Digimon*** anime, you should check it out one day—it's actually pretty cool.

Second Pokemon Movie Info

It was only a matter of time—it has been announced that a second ***Pokemon*** movie is already being planned for release in the US. Tentatively planned for the summer of 2000, the next ***Pokemon*** movie is said to be the recently released in Japan "Mabaroshi no Pokemon Bakutan Lugia" movie, though as of right now an official US title is currently unknown.

Shidoshi Gives Thanks

AnimeFan couldn't be AnimeFan without the support of the various anime companies in the US, and the great people who work at each. I wanted to take a moment to thank those wonderful PR people at each company for the help and support that they have given me throughout the year. So, a very special thanks goes out to Chad at Pioneer (who STILL puts up with my asking for ***The Hakkenden*** on DVD every time I call), Manga's PR goddess Danielle, Kara at Urban Vision (man I've got such a crush on her... wait, I didn't actually say that, did I?! Aaah!), Jerry at Bandai Ent., Rod over at ADV Films (where's my ***Plastic Little*** DVD?!), Oliver at Viz Communications, Mee-Lise at CPM, and Edwin over at Media Blasters (you still owe me the $5 you promised for the good reviews, BTW).


FIGHTING FORCE 2
You're alone on this mission, so credentials are all you've got to go on.
INTERPOL
SI-COPS
PROFILE #1635
NAME: Hawk Manson
OCCUPATION: Espionage Operative
SECURITY CLEARANCE: Ultra Magnum
FIELD OF OPERATIONS: Global
CONFIDENTIAL
WEAPONS PROFICIENCY: Pistol
Grenade Launcher
Shotgun
Sniper Rifle
Assault Rifle
Knife
Sword
Stun Baton
Chain Gun
Industrial Beam Laser
Flame Thrower
Crossbow
Axe
STRATEGIC INITIATIVES: Intercontinental Industrial
Nuclear Weapons Retraction
Bomb Diffusion
Timed Explosives Deployment
Top Secret Document Extracti
1) R. THUMB
2) R. INDEX
3) R. MIDDLE
4) R. RING
1) L. THUMB
2) L. INDEX
3) L. MIDDLE
4) L. RING
MANSON, HAWK
It's just you and your instinct on this one. So you've only got yourself to blame if you fail. But that's not an option on this mission. Your job as Hawk Manson, operative of the government espionage corps, SI-COPS, is to maneuver in and out of R&D installations on an all new 3D game engine. You've got an arsenal of hand-to-hand combat moves and equipment to the tune of 20+ new weapons. But don't let that inflate your head. Gear up. Get going. The world won't save itself.
TEEN
T
CONTENT RATED BY ESRB
Sega Dreamcast.
CORE
PlayStation
EIDOS
INTERACTIVE
eidos.com
Interactive and the Eidos Interactive logo are registered trademarks of Eidos Interactive, Inc. Fighting Force 2, Core and the Core logo are all trademarks of Core Design Limited. PlayStation and the PlayStation logos are registered trademarks of Sony Computer Entertainment Inc. The ratings icon is a trademark of the Interactive Digital Software Association. Sega, Dreamcast, and the Dreamcast logo are either registered trademarks or trademarks of Sega Enterprises, Ltd.

Hocus Pocus

codes, hints & strategies



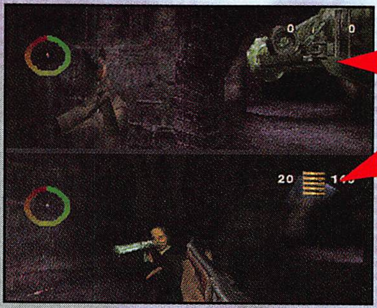
Welcome to the pages of cheats, codes, and hints galore!!! Upon these leaves you will find all the assistance you'll need for the hottest games today. Not satisfied? Need help on another game? No problem! If you need codes or hints on any game, mail GameFan, or e-mail hocuspocus@gamefan.com. Now, travel with thy controller in hand, to a place where cheaters prosper...

Code of the Month!

Medal of Honor

Hidden Character Codes!

To unlock these hidden multi-player characters, enter the corresponding password at the password screen (the typewriter with no numbers or punctuation).



Enter the following as passwords:

WOOFWOOF ..... Unlock Bismarck The Dog

ROCKETMAN..... Unlock Werner Von Braun

PAYBACK ...... Unlock William Shakespeare

FINESTHOUR ..... Unlock Winston Churchill

HOODUP .... Unlock Wolfgang

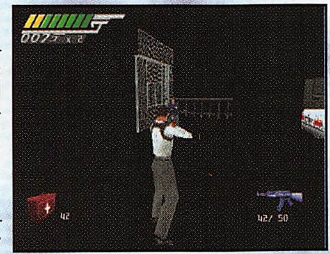
SSPIELBERG .... Unlock Velociraptor

Tomorrow Never Dies

Unlock all missions
At the main menu, press Select(2), Circle(2), L1(2), Circle, L1(2). If you entered the code correctly, you will hear a sound.

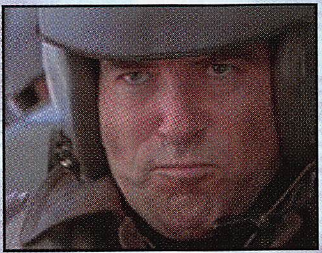
View all FMV sequences
At the main menu, press Select(2), Circle(2), L1(7) to unlock all FMV sequences under the "Mov" selection in "Options." If you entered the code correctly, you will hear a sound.





Fifty med kits
Pause the game and press Select(2), Circle(2), Triangle, Select. If you entered the code correctly, the game will automatically return to normal game play.

All weapons/full ammo for current mission
Pause the game and press Select(2), Circle(2), L1(2), R1(2). If you entered the code correctly, the game will automatically return to normal game play.



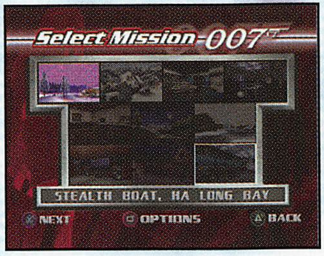
Ethereal mode
Pause the game and press Select(2), Circle(2), Triangle(4) to become invincible in parts of the game where health packs can not be used, such as in the cars or on skis. If you entered the code correctly, the game will automatically return to normal game play.



Successfully Complete Current Mission
Pause the game and press Select(2), Circle(2), Select, Circle. If you entered the code correctly, the game will automatically return to normal game play.

See Through Walls
Pause the game and press Select(2), Circle(2), Select(2), Circle(2). If you entered the code correctly, the game will automatically return to normal game play.

View Debug Information
Pause the game and press Select(2), Circle(2), L2, R2, L2 to display various numbers and positions. If you entered the code correctly, the game will automatically return to normal game play. Press R2, L2, R2 to disable this code.



Resident Evil 3

Mercenary Mode
Successfully complete the game once on any difficulty setting and wait for the credits to end, then save the "Next Game" file to unlock "The Mercenaries" mini-game. Start a new game, choose that saved game, then select "The Mercenaries" mode. In this mode you control Carlos, Mikhal, or Nikolai from the train to the starting room with a two-minute timer. Killing various opponents and rescuing civilians during the journey will add extra money and more time to the clock. Rank and money will be awarded after the game is completed. The money can be used to purchase better weapons and infinite ammo.

Boutique Key
Successfully complete the game once and wait for the credits to end, then save the "Next Game" file to receive the key to the Boutique on the first street at the start of the game. Use the key to enter and change into an alternate costume.

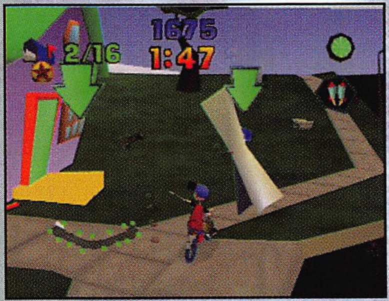
Alternate Costumes
Successfully complete the game on the easy difficulty setting with any rank better than an "F" to unlock Jill's costume from the original *Resident Evil* and Regina's costume from *Dino Crisis*. Complete the game on the hard difficulty setting with a rank of D to unlock two costumes, C for three, B for four, and A for all five costumes. The three additional costumes are a police miniskirt, disco, and biker outfits.

Epilogues
Successfully complete the game on the hard difficulty setting to unlock an epilogue. Epilogues are a short diary description of each character in the entire *Resident Evil* series which describes what happened with that specific person after their adventure. Complete the game on the hard difficulty setting eight times to unlock all epilogues.

Paperboy 64







"PANT... HUFF... WHEW... PUFF... PANT... MUMBLE... GRUMBLE... GOL-DURNED SUNDAY PAPERS..."

Enter the following at the cheat menu:

MAXSUBS.................Level select
INVINC....................Invincibility
NOBUNDLE.............Infinite papers
HEADLINE...........View all headlines
MOON...................Super jump
ALLJUMP..........Super Jump Springs
GOFAST...............Rocket Boosters
RUSH....................Turbo mode
WAKING............Slow-motion mode
UNTIMED.........Frame-by-frame mode (Then, while playing, press C-Right to advance to the next frame.)
MAGOO............Near-sighted mode
JUMBLE.............Invisible obstacles
SCREAM...........Screaming obstacles
BACKWARD..........Throw backwards
SUNDAY...............Big newspapers
LITTLE.........Small paperboy/papergirl

Medal Of Honor

Enter the following as passwords:

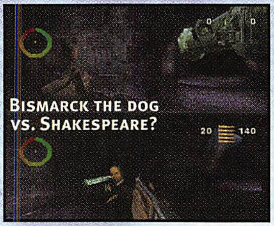
BADCOPSHOW .... Infinite Ammunition
ICOSIDODEC .... Rapid Fire
GOBLUE................ Reflecting Shots
TRACERON .... Wire Frame Mode
SPRECHEN......... American Movie Mode

Multi-Player Mode Passwords:

DENNISMODE .... Special Power-Ups
WOOFWOOF..... Unlock Bismarck The Dog
ROCKETMAN .... Unlock Werner Von Braun
PAYBACK ..... Unlock William Shakespeare
FINESTHOUR..... Unlock Winston Churchill
HOODUP............... Unlock Wolfgang
SSPIELBERG.......... Unlock Velociraptor

FMV Sequence Passwords

INVASION............ "Making of Level 1"
BIGGRETA .... "Making of Level 2"
DASBOOT .... "Making of Level 3"
STUKA .... "Making of Level 4"
KOMET.............. "Making of Level 5"
TWOSIXTWO.......... "Making of Level 6"
MISSLEAGUE......... "Making of Level 7"
VICTORYDAY .... "Making of Level 8"



"CRY 'HAVOC,' AND LET SLIP THE DOGS OF WAR." (ART DIRECTOR'S NOTE: SORRY, I JUST COULDN'T RESIST THAT ONE...)



GEEZ, WHERE'S MY SMITH-CORONA? THIS THING'S MISSING LETTERS! AND WHERE'S MY PUNCTUATION!?



"...47 OF MY CLOSEST RAPTOR FRIENDS LYING FACE-DOWN IN THE MUD, AND WHAT DID IT GET US? WHAT, I ASK YOU?"

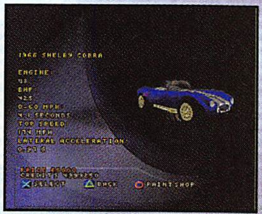
Test Drive 6



The following codes are entered as a name:

RFGTR .... Stop The Bomber mode
OPIOP .... All Challenges
DFGY .... All Cars
ERDRTH.............................. All Tracks
CVCVBM .... All Quick Tracks
QTFHYF .... Short Tracks
AKJGQ.......................... $6,000,000
FFOEMIT .... Disable Checkpoints





GameShark Codes

40 Winks
PlayStation

Infinite Lives
80013352 2400

Max Tokens
800B06B4 0064

Infinite Moons
8003280E 2400

Max Cogs
800B06AA 0064

Infinite Zs
8001326E 2400

Infinite Air
8002B8CE 2400

Infinite Costume Time
8002C452 2400

Have All Dreamkeys
8009059C FFFF

Thrasher: Skate And Destroy
PlayStation

Infinite Time
800C3EA2 2400

Max Score
800B2434 FFFF

Infinite Energy
800DD6C2 2400

0 Points Inflicted To Overall Status
8008C94E 0000

Unlock All Levels
800B248C 0B03

Turok: Rage Wars
Nintendo 64

Infinite Health
81336526 6400

Infinite Ammo (Bullets)
80336535 0063

Infinite Ammo (Energy Rounds)
80336537 0063

Infinite Ammo (Explosive Rounds)
80336539 0063

Wrestlemania 2000
Nintendo 64

Enable Code
F10376E0 2400

P1 Max Spirit
801671F5 00FF

P1 No Spirit
801671F5 0000

P2 Max Spirit
80167689 00FF

P2 No Spirit
80167689 0000

P3 Max Spirit
80167B1D 00FF

P3 No Spirit
80167B1D 0000

P4 Max Spirit
80167FB1 00FF

P4 No Spirit
80167FB1 0000

Wu-Tang Complete Moves List!

■ = light punch
▲ = strong punch
✖ = light kick
● = strong kick
360° = full circle motion
GRD = performed while lying on ground
WS = while rising from a crouch

RZA

Attacks

Jab ..... ■
Jab-Cross ..... ■, ■
One-Two ..... ■, ▲
One-Two-Shoulder ..... ■, ▲, ←, → + ■
Mini Elbow ..... → + ■
Mini Elbow-Hilt Charge ..... → + ■, ■
Mini Elbow-Hook Kick ..... → + ■, ✖
Mini Elbow-Leap Kicks ..... → + ■, → + ●, ●
Hilt Charge ..... ←, →, ■
Hilt Surprise ..... ←, →, ■, ●
Shoulder Ram ..... ←, → + ■
Sword Upper ..... ■ + ▲
Shaolin Missile ..... ■ + ▲ + ✖ ..... (while against wall)
Spinning Double Slash ..... ■ + ▲ + ●
Spinning Sword Upper ..... ↓↘→ + ■ + ▲
Wu-Tang Lariat ..... ←↙↓↘→ + ■
Low Shin Slice ..... →, → + ■ + ▲

Cross Slice ..... ▲
Stomach Stab ..... → + ▲
Sword Scissors ..... ←, → + ▲
Scissors Combo ..... ←, → + ▲, ■
Wu-Tang Swords ..... ←↙↓↘→ + ▲

Short Kick ..... ✖
Hook Kick ..... → + ✖
Hook Kick-Low Kick ..... → + ✖, ●
Flying Guillotine ..... ←↙↓↘→ + ✖

Side Kick ..... ●
Trick Kicks ..... ●, ●
Leap Kick ..... → + ●
Double Leap Kicks ..... → + ●, ●
Power Front Kick ..... ←, →, ●
Axe Stagger Kick ..... ←, → + ●
Tai Chi Kick ..... ←↙↓↘→ + ●
Tai Chi Kick Combo ..... ←↙↓↘→ + ●, ●

Crouch Jab ..... L2 + ■
Low Slice ..... L2 + ▲
Shin Kick ..... L2 + ✖
Low Roundhouse ..... L2 + ●
Low Roundhouse-Front ..... L2 + ●, →, ←, ●
Rising Uppercut ..... WS + ▲

Rising Up Slice ..... GRD, ■ or ▲
Rising Low Roundhouse ..... GRD, ✖ or ●

Throws/Counters

High Counter ..... → + ■ + ▲
Low Counter ..... → + ✖ + ●
Counter State ..... ←↙↓↘→ + ■ + ▲

Hit Swap ..... ■ + ●
Stab-Slice Throw ..... ■ + ✖
Reverse Stab Throw ..... ▲ + ●
Skewer Spin Throw ..... ←, → + ■ + ✖

Wu-Tang Taunt ..... ✖ + ▲

GZA

Attacks

Hook ..... ■
Hook-Backhand ..... ■, ■
Elbow ..... → + ■
Elbow-Knee ..... → + ■, ●
Glow Punch ..... ←, → + ■
Mid Lunge ..... ↓↘→ + ■
Elbow Drop ..... ↓↘→, ↓ + ■

Pimp Slap ..... ▲
Pimp Slap-Ho Down ..... ▲, ■ + ▲
Pimp Slap-Uppercut ..... ▲, ←, → + ▲
Pimp Slap-Lunge ..... ▲, ↓↘→ + ■
Overhead Smash ..... ←, →, ▲
Uppercut Backhand ..... ←, → + ▲
Deathfist ..... ↓↘→ + ▲
Godfist ..... ↓↘→ + ▲ (hold ▲)
Overhand Chains ..... ↓↘→, ↓ + ▲
Dash Chain Attack ..... →, →, → + ▲

Angle Hook Kick ..... ✖
Angle Hook Combo ..... ✖, ✖
Angle Hook-Low ..... ✖, ●
Angle Hook-Low-Front ..... ✖, ●, ●
Angle Hook-Low-Side ..... ✖, ●, ✖
Stagger Kick ..... → + ✖
Cheap Sweep ..... ←, → + ✖
Cheap Sweep-Upper ..... ←, → + ✖, ▲
Cheap Sweep-Up Combo ..... ←, → + ✖, ▲, ▲
Best Double Kicks ..... →, → + ✖
Forward Roll ..... →, →, ← + ✖
Slide Feint Uppercut ..... →, →, ← + ✖, ▲
Safe Slide ..... →, →, → + ✖

French Kick ..... ●
French Kick Combo ..... ●, ●
Super Knee ..... → + ●
Multi Kicks ..... ←, → + ●
Power Axe ..... ↓↘→ + ●

Crouch Hook ..... L2 + ■
Low Headbutt ..... L2 + ▲
Scoot Kick ..... L2 + ✖
Low Swing Kick ..... L2 + ●
Rising Up Hook ..... WS + ▲

Rising Uppercut ..... GRD, ■ or ▲
Rising Sweep Takedown ..... GRD, ✖ or ●

Throws/Counters

High Counter ..... ■ + ▲
Maul Display Swap ..... ■ + ●
Handstand Kick Throw ..... ■ + ✖
Ogre Slams Throw ..... ▲ + ●
Swinger Throw ..... ←, → + ■ + ✖
Whip Down Throw ..... (throw from back)

Aggressive Taunt ..... ✖ + ▲

Old Dirty Bastard

Attacks

Jab ..... ■
Face Pick Double ..... ■, ■
Face Pick Triple ..... ■, ■, ■
One-Two ..... ■, ▲
Jab-Gut Stab ..... ■, ■ + ▲
One-Two-Uppercut ..... ■, ▲, → + ▲
Gut Stab ..... ■ + ▲
Down Hook ..... → + ■
Down Hook-Butt In ..... → + ■, ●
Drunken Combo ..... → + ■, ●, ▲
Drunken Gaite ..... → + ■, ●, ■
Drunken Swagger ..... → + ■, ●, ■, ▲
Silly Punch ..... ↓↘→ + ■
Silly Punch-Poke Kick ..... ↓↘→ + ■, ●
Arm Sweep ..... ↓↘→ + ■ + ▲
Double Arm Sweeps ..... ↓↘→ + ■ + ▲, ▲
Head Dive ..... ←↙↓↘→ + ■

Overhand ..... ▲
Overhand-Uppercut ..... ▲, → + ▲
Uppercut Strike ..... → + ▲
Chi Palm ..... ↓↘→ + ▲
Drunk Man Flying ..... ←↙↓↘→ + ▲
Drunk Wu-Tang Drop ..... 360° + ▲

High Kick ..... ✖
High Kick Double ..... ✖, ✖
Scorpion Kicks ..... ↓↘→ + ✖, ✖
Sc. Kick Combo ..... ↓↘→ + ✖, ✖, ●, ✖, ●
Donkey Kick ..... ←↙↓↘→ + ✖
Dky. Kick-Head ..... ←↙↓↘→ + ✖ ←↙↓↘→ + ■
Forward Roll ..... 360° + ✖

Switch Back Kick ..... ●
Low Cheap Kick ..... → + ●
Low Cheap Kick-Rising Kick ..... → + ●, ●
Low Ch. Kick-Mitch Wheel ..... → + ●, ↓↘→ + ●
Low Cheap Kick-Chi Palm ..... → + ●, ▲
Forward Roll ..... ●

Mitch Kick ..... ↓↘→ + ●
Mitch Kick-Chi Palm ..... ↓↘→ + ●, ▲
Mitch Kick-Roll ..... ↓↘→ + ●, ●
Layback Kick ..... ←↙↓↘→ + ●
Layback-Rest-Upper ..... ←↙↓↘→ + ●, ■
Layback-Rest-Rise ..... ←↙↓↘→ + ●, ▲
Layback-Rest-Typhoon ..... ←↙↓↘→ + ●, ✖
Layback-Rest-Lie ..... ←↙↓↘→ + ●, ●

Low Backfist ..... L2 + ■
Low Backswipe ..... L2 + ▲
Crouch Thigh Kick ..... L2 + ✖
Crouch Sweep ..... L2 + ●

Roll Forward ..... GRD, ■
Roll Back ..... GRD, ▲
Double Kicks ..... GRD, ✖
Kip Up ..... GRD, ●
Rising Kick ..... GRD, → + ● (while in bounce)

Drunken Taunt ..... ✖ + ▲

Throws/Counters

Low Counter ..... ✖ + ●
Rollover Swap ..... ■ + ●
Handstand Kicks Throw ..... ■ + ✖
Drunken Headbutt Throw ..... ▲ + ●
Leg Sweep-Kick Throw ..... (throw from back)

Inspecta Deck

Attacks

Jab ..... ■
Jab-Backhand ..... ■, ■
One-Two ..... ■, ▲
One-Two-Elbow ..... ■, ▲, ■
PK Combo ..... ■, ●
Double Lunge ..... ■ + ▲
Gut Stab ..... → + ■
Gut Stab-Sweep ..... → + ■, ●
Gut Stab-Lunge ..... → + ■, ▲
Finger Lunge ..... →, → + ■
Wu-Tang Palms ..... →, → + ■ + ▲
Cross Chop ..... ←, → + ■
Super Dash Palm ..... ←, →, → + ■
Ridge Hand ..... ■ + ▲ + ●
then Shoulder Hit ..... ■ + ▲
then Thrust Palm ..... ▲
or Launch Kick ..... ●

HOCUS POCUS • HOCUS POCUS • HOCUS POCUS • HOCUS POCUS • HOCUS POCUS • HOCUS

Cross .... ▲
Cross-Hammer .... ▲, ▲
Pimp Slaps .... → + ▲
Yoho .... →, → + ▲
Finger Sweep .... ←, → + ▲
Shoulder-Backhand .... ←, →, → + ▲
Deck Fingers .... 360˚ + ▲

Quick Knee .... ✖
Side Kick .... → + ✖
Flamenco Knee .... →, → + ✖
Stomp .... ←, → + ✖
Stomp-Palm .... ←, → + ✖, ▲
Super Kick .... ←↙↓↘→ + ✖
Stomp-Super Kick .... ←, → + ✖, ←↙↓↘→ + ✖

High Kick .... ●
High Kick-Power Kick .... ●, ●
High Kick-Side Kick .... ●, → + ✖
Launch Kick .... → + ●
Backflip .... →, → + ●
Backflip Double .... →, → + ●, ●
Backflip Surprise .... →, → + ●, ✖ + ●
Orbital Heel .... ←, → + ●
Orbital Heel-Sweep .... ←, → + ●, ●
Tai-Chi Kick .... ←↙↓↘→ + ●

Crouch Jab .... L2 + ■
Crouch Swipe .... L2 + ▲
Crouch Shin Kick .... L2 + ✖
Crouch Sweep .... L2 + ●
Rising Knee .... WS + ●

Rising Ridge Hand .... GRD, ■ or ▲
Rising Sweep .... GRD, ✖
Rising High Kick .... GRD, ●

Throws/Counters

High Counter .... → + ■ + ▲
Low Counter .... → + ✖ + ●
Low Counter State .... ■ + ✖ + ●

Cartwheel Swap .... ■ + ●
Grab-Shoulder Throw .... ■ + ✖
Triple Decker Throw .... ▲ + ●
Cold Blooded Throw ... (throw from back)

Bow .... ✖ + ▲

Raekwon the Chef

Attacks

Jab .... ■
Double Jab .... ■, ■
Sweet Science .... ■, ■, ▲
One-Two .... ■, ▲
One-Two-Three .... ■, ▲, ✖
Double Punches .... ↓↘→ + ■
Double Punches-Head .... ↓↘→ + ■, ▲
Double Punches-Elbow .... ↓↘→ + ■, ■ + ▲

Power Straight .... ▲
Straight-Hop Punch .... ▲, ■
Knockout Combo .... ▲, ■, ●
Knockout Combo-Upper .... ▲, ■, ↓↘→ + ●
Cross Gut Punch .... → + ▲
Whirlwind Double .... → + ▲, ▲
Whirlwind Launch .... → + ▲, ▲, ●
Glow Hand Cross .... ↓↘→ + ▲
Glow Hand Low Cross .... ↓↘→, ▲
Dashing Elbow Smash .... →, → + ▲
Workover .... 360˚ + ▲

Mid Punch .... ✖
Double Mids .... ✖, ✖
Boxing Great Combo .... ✖, ✖, ●
Mid-High .... ✖, ●
Down Smash Elbow .... ↓↘→ + ✖
Down Smash-Launch Up .... ↓↘→ + ✖, ✖

Gut Smash .... ●
Gut Smash-Backhand .... ●, ●
Gut Smash-Lunging Low .... ●, ●, ↓↘→, ▲
Sweeping Upper Punch .... ↓↘→ + ●
Reverse Dash .... →, → + ●

Stance Switch .... ✖ + ▲
Stance Switch-Front Dash .... ✖ + ▲, ▲
S.S.-Front Dash-Side Kick .... ✖ + ▲, ▲, ✖
S.S.-Front Dash-Hook Kick .... ✖ + ▲, ▲, ●
Stance Switch-Back Dash .... ✖ + ▲, ✖
S.S.-Back Dash-Side Kick .... ✖ + ▲, ✖, ✖
S.S.-Back Dash-Hook Kick .... ✖ + ▲, ✖, ●

Low Straight Punch .... L2 + ■
Back Straight Punch .... L2 + ▲
Low Leg Punch .... L2 + ✖
Low Punch Cross .... L2 + ●
Rising Supercut .... WS + ▲

Dragon (taunt) .... → + ✖ + ▲
Ready Stance .... ↓↘→ + ✖ + ●
Ready Stance-Triple ... ↓↘→ + ✖ + ●, ▲, ▲, ▲

Throws/Counters

High Counter .... ■ + ▲
Low Counter .... ✖ + ●

Reverse Cross Swap .... ■ + ●
Quick Trip Throw .... ■ + ✖
Irish Whip Throw .... ▲ + ●
Dragon Punch Throw .... ←, → + ▲ + ●
Quick Takedown Throw .. (throw from back)

Masta Killa

Attacks

Right Hook .... ■
Mid Elbow .... → + ■
Mid Elbow-Power Kicks .... → + ■, ✖
Low Backhand .... →, ■
Masta Upper .... ■ + ▲
Quick Knife .... ■ + ▲ + ●

Overhand Spike .... ▲
Overhand-Backstab .... ▲, ▲
Overhand-Reverse Kick .... ▲, ●
Overhand-Ninja Upper .... ▲, →, ▲
Reverse Ninja Slice .... → + ▲
Ninja Upper .... →, ▲
Low Spin Reverse .... ←, → + ▲
Low Spin Reverse-Slice. ←, → + ▲, ■ + ▲
Leg Slice .... ←, →, ▲
Single Knife .... → + ■ + ▲
Quad Knives .... → + ■ + ▲, ▲, ▲, ▲
Qu. Knives-Upper .. → + ■ + ▲, ▲, ▲, ▲, →, ▲

Knee .... ✖
Mini Stomp .... → + ✖
Double Power Kicks .... →, ✖
Switch Evade .... ✖ + ●
Dashing Overhead .... ■ + ✖ + ●
Rising Sun .... ■ + ✖ + ●, ●

Reverse Back Kick .... ●
Thai Knee .... → + ●
Thai Knee Combo .... → + ●, ●
Step Back .... →, ●
Ninja Flash Kick .... ▲ + ● + ✖

Crouch Straight .... L2 + ■
Low Slice .... L2 + ▲
Low Hook Kick .... L2 + ✖
Plant Mid Kick .... L2 + ●
Rising Slash Upper .... WS + ■
Hook Kick .... WS + ✖
Rising Gut Slice .... WS + ▲
Rising Front Kick .... WS + ●

Rising Elbow .... GRD, ■
Rising Gut Cut .... GRD, ▲
Rising Force Kick .... GRD, ✖
Rising Sweep .... GRD, ●

Throws/Counters

Low Counter .... → + ✖ + ●
Teleport Swap .... ■ + ●
Dragon Whip Throw .... ■ + ✖
Tsunami Grab Throw .... ▲ + ●
TFTOD Throw .... ←, → + ■ + ✖
Reverse Illusion Throw .... (throw from back)

Disrespect .... ✖ + ▲

Ghostface Killa

Attacks

Face Palm .... ■
Chop Down .... → + ■
Ground Smash .... →, ■
Double Hammer .... ←, → + ■
Double Hammer Combo .... ←, → + ■, ■
Power Fist .... ←, →, ■

Chest Palms .... ▲
Chest Palms-Single .... ▲, ▲
Reverse Elbow .... → + ▲
Reverse-Backhand .... → + ▲, ■
Reverse-Hammer Combo .... → + ▲, ■, ▲
Overhead Hammer .... →, ▲
Quick Palms .... ←, → + ▲
Charge Palms .... ←, → + ▲ (hold ▲)
Low Hook .... ←, →, ▲
Helicopter Lariat .... 360˚ + ▲

Face Kick .... ✖
Side Kick .... →, ✖
Side Kick-Front Smash .... →, ✖, ▲
Ghostface Combo .... →, ✖, ▲, ■
Ghostface Blaster .... →, ✖, ▲, ●
Ghostface Blaster-Throw .. →, ✖, ▲, ●, ▲
.... (Special-Single Frame Timing)
Rising Launch Kick .... ←, →, ✖
Ghost Drop Kick .... 360˚ + ✖

Front Kick .... ●
Front Kick-Lift Toss .... ●, ▲
Knee Lift .... →, ●
Low Shin Kick .... ←, → + ●
Flying Axe Kick .... ←, →, ●
Power Swap .... 360˚ + ●

Rising Palm .... GRD, ■ or ▲
Kick Out .... GRD, ✖ or ●

Crouch Palm .... L2 + ■
Crouch Switch Cross .... L2 + ▲
Scoot Kick .... L2 + ✖
Swap Stance Low Kick .... L2 + ●
Rising Shoulder .... WS + ▲

Throws/Counters

Counter High (Throw) .... ■ + ▲

Mini Irish Whip Swap .... ■ + ●
Jackhammer Throw .... ■ + ✖
Backbreaker Throw .... ▲ + ●
Backdrop Throw ...... (throw from back)
Face Grab Swing Throw .. ↓↘→ + ■ + ✖
.... (opponent crouching)
Head Ground Slam Throw. ↓↘→ + ■ + ✖
.... (throw from back-opponent crouching)

Knuckle Cracker .... ✖ + ▲

U-God

Attacks

Jab .... ■
Jab-Backhand .... ■, ■

Jab-Backhand-Elbow	■, ■, ■
Jab-Backhand-Elbow 2	■, ■, ■, →, → + ▲
One-Two Punches	■, ▲
Front Elbow	→ + ■
Double Elbows	→ + ■, ▲
Elbow-Godfist	→ + ■, ■ + ▲
Black Russian	→, → + ■
Crushing Shoulder	→, →, → + ■
Light Uppercut	←, → + ■
Double Uppercuts	←, → + ■, ▲
Divine Shoulder	←, →, → + ■
Right Cross	▲
Cross-Straight Kick	▲, ●
Stagger Elbow	→ + ▲
Stagger-Straight Kick	→ + ▲, ●
Elbow of Divinity	→, → + ▲
Quick Elbow	→, →, → + ▲
Godfist Uppercut	→↓→ + ▲
Power Uppercut	←, → + ▲
Power Orbital	←, → + ▲, ●
Power Orbital Frenzy	←, → + ▲, ●, ✖
Special Arm Sweep	←, →, → + ▲
Scoot Knee	✖
Scoot Knee Combo	✖, ■
Launch Kick	←, → + ✖
Fury Leg	→, → + ✖
Thai Knee Cross	●
Thai Knee Double	●, ●
Thai Double-Fury Kick	●, ●, ✖
Straight Kick	→ + ●
Orbital Heel Strike	→, → + ●
Front Kick Surprise	←, → + ●
F.K.S. Scoot Drop Throw	←, → + ●, ✖
F.K.S. Launch Throw	←, → + ●, ▲
F.K.S. Power Toss Throw	←, → + ●, ●
Kip Up Kick	GRD, ■ or ▲
Rising Low Kickout	GRD, ✖
Rising Knee	GRD, ●
Crouch Elbow	L2 + ■
Crouch Cross	L2 + ▲
Crouch Mid Kick	L2 + ✖
Crouch Scoot Kick	L2 + ●
Rising Headbutt	WS + ■

Throws/Counters

High Counter	■ + ▲
High Counter State	→ + ■ + ▲
Low Counter State	→ + ✖ + ●
Power Whip Swap Throw	■ + ●
Death Driver Throw	■ + ✖
Gut Punch-Trip Up Throw	▲ + ●
Neck Wrecker Throw	(throw from back)
Redemption	✖ + ▲

Method Man

Attacks

Short Elbow	■
Short Elbow-Hammer	■, ▲
Short Elbow Combo	■, ▲, ●
Short Elbow-Step Kicks	■, ●
Short Upper	→ + ■
MethodHammer Combo	→ + ■, ▲, ▲, ▲
Short Upper-Low Kick	→ + ■, ✖
Short Upper-Knee	→ + ■, ●
Short Upper-Knee-Slam	→ + ■, ●, ↓↘→ + ▲
Short Upper-Slam Down	→ + ■, ■ + ▲ + ●
Short Upper-Multi	→ + ■, ■ + ▲
Short Upper-Elbow	→ + ■, ■
Hook Hammer	■ + ▲
Charge Hammer	■ + ▲ (hold)
Evade Hammer	■ + ▲ + ●
Evade Hammer Fake	■ + ▲ + ●, ●
Super Hammer Smash	■ + ▲ + ✖
Smash Elbow	↓↘→ + ■
Smash Elbow-Low Sweep	↓↘→ + ■, ●
Power Jump Hammer	↓↘→ + ■ + ▲
Butt Strikes	←↙↓↘→ + ■
Reverse Hammer Head	360° + ■
Shoulder Hammer	▲
Method Swings	▲, ▲
Methodical Hammer	▲, ▲, ▲
Hammer Trick	→ + ▲
Hammer Drop	↓↘→ + ▲
Double Spin Blasts	←↙↓↘→ + ▲
Blazin' Uppercut	360° + ▲
Side Kic	✖
Step Kicks	✖ + ●
Hammer Vault	↓↘→ + ✖
Double Hammer Vaults	↓↘→ + ✖, ●
Step Side Kick	←↙↓↘→ + ✖
Launch Kick	●
Front Lift Kick	↓↘→ + ●
Reverse Low Sweep	←↙↓↘→ + ●
Rising Hammer	GRD, ■ or ▲
Kip Up	GRD, ✖ or ●
Low Elbow	L2 + ■
Low Hilt Butt	L2 + ▲
Low Pop Kick	L2 + ✖
Low Reach Kick	L2 + ●
Rising Knee	WS + ●

Throws/Counters

Low Counter	→ + ✖ + ●
High Counter State	→ + ■ + ▲
Low Counter State	↓↘→ + ✖ + ●
Secret Counter State High	▲ + ● + ✖
Hammer Swap	■ + ●
Hammer Crack Throw	■ + ✖
Headbutt-Smash Throw	▲ + ●
Neck Ringer-Knee Throw	(throw from back)
Ride The Pony (taunt)	✖ + ▲



Advertiser's Index

Pokemon Fighters: Round Two

As mentioned in last month's Other Stuff, news of an all-new Pokemon fighting game now pin points the title on both the N64 and Nintendo's next generation super system the Dolphin. Now here's where the gossip gets juicy—Capcom is rumored to be handling the development of both titles. I personally can't wait to see Pikachu pull off an electric dragon punch...

The Next Zelda Five Years Away?

Looks like you'd better make *The Legend of Zelda: Gaiden* last for a while, because according to an interview with series creator Shigeru Miyamoto, there's a long wait for the Dolphin chapter. Swedish gaming mag *Super PLAY* scored a Q&A with Nintendo's wunderkind, and Miyamoto was more than happy to discuss his plans for the future of the pointy-eared Hylian.

"A *Zelda* which will be based on a new system other than *Ocarina of Time's* you'll have to wait five years for. We are developing it for the Dolphin right now. But when we discussed it, we concluded that five years is an awfully long time... So we wanted to use the existing *Ocarina of Time* engine and the Expansion Pak to make a sequel to N64 in the meantime," stated Mr. Miyamoto.

While we're pleased to know we'll enjoy a new N64 *Zelda* adventure in just a year's time, this Dolphin news sure turns that smile upside-down (you know that when Miyamoto delivers news like this, completely off-the-cuff, Nintendo of America cringes). Something could possibly have been lost in the translation, though; does "system" refer to the play mechanics or the actual console itself? Could this mean that a similar-playing *Zelda* could grace the Dolphin before the five-year mark? Cross your fingers and toes...

GameBoy Advance: The Dolphin's Secret Controller Unveiled?

Let's face it, besides the Dolphin, Nintendo's next generation handheld system is perhaps the most protected project within the house that Mario built. While the big 'N' has released some basic specs on the handheld both the look and the feel of the system still remain a mystery—until now. According to a very reliable source the GameBoy Advance will not only serve as a fully operational 32-bit gaming system but it may also be the actual controller for Nintendo's next home console system—the Dolphin.

The controller you ask? Yes, the GB Advance may just be Nintendo's next innovation when it comes to the way we play games. Is this Nintendo's answer to Sega's VMU? You bet!

Zelda's Coming to the GameBoy Advance

Shigeru Miyamoto confirms in the most recent issue of *Dengeki-Oh* (a Japanese gaming publication) that a new *Zelda* game's in the planning stages for the Game Boy Advance. While this shouldn't come as a giant surprise to anybody, at least we know that Nintendo's planning to support the handheld with a full lineup of mascot-based games.

DVD Movies to Hurt the Game Industry?

"The different forms of entertainment are all in competition for the limited time of consumers. If images and music-software sales are brisk, that will cut into the game market," said an unnamed game maker in the Japanese newspaper "Nikkei Weekly."

The inclusion of DVD movie playback may seem like an added bonus for most consumers thinking of buying the PlayStation 2, but game developers fear that movie sales may affect game sales—a consumer can only afford so much. The arrival of the PlayStation 2 in Japan is expected to add quite a boom to both DVD rentals and sales in the Land of the Rising Sun. A similar effect is expected to happen when PlayStation 2 launches in the US in the fall of 2000.

The N64 an Infernal Machine?

It's no secret that LucasArts has cancelled the PlayStation port of *Indiana Jones and the Infernal Machine*. What is secret, though, is whether or not it's coming out on another platform...possibly even the Nintendo 64. According to a LucasArts official, "Right now we're trying to see which platforms would be most viable for the title."

The Indy-N64 port rumor had already reared its head a while back; this should only fuel the fire.

Metroid 64 Nothing But Fiction

Earlier this year, rumors surfaced that a 64-bit version of Samus' adventures would appear on the Nintendo 64. But after a day or two of hubbub, silence reigned again. A source close to Nintendo has told GameFan that the project had entered the planning phase, but was halted there. Nintendo of Japan had already begun to look to the future, and resources were needed on projects other than *Metroid*.

Will Samus make an appearance on the *Dolphin* in 2000 or beyond? Nobody knows, but I would like to think that the "Big N" learned a lot from the Nintendo 64, and will ensure their new system is supported with more games—especially those bearing mascot names.

Sega's First Quarter Dreamcast Lineup

Just got a slew of tentative dates here for Sega of America's ongoing localization projects. As many of you know, the bulk of Sega of America's releases come from Japan, so it's always important to check up on what's coming out across the ocean before looking for it here.

SoA's last release of 1999 will be *F1 World Grand Prix*, the Video System-developed formula-one sim; the game will be out before the end of the year. In January will come the Stateside release of the zombie-brawler, *Zombie Revenge* (which just recently made it out in Japan). Following that batch of zombie ass-kicking, we'll be treated to *Crazy Taxi*, scheduled for February 1st, a few short days after its Japanese release. Ah, and here's one more to bring a smile to a jaded gamer's face: Sega has confirmed that *Chu Chu Rocket* will definitely make it out here for Q1!

In March we'll receive yet another helping of quality Japanese titles: both *Virtua Striker 2000.1* and *D2* will make it to close out quarter one for SoA.

As you can see, Sega is working to get every quality Japanese title out for the Dreamcast in a timely fashion—good for them—but even better for gamers who haven't yet been bitten by the import bug!

Crave Brings Tony to the DC

Crave has announced that they've picked up the rights to *Tony Hawk's Pro Skater* for Dreamcast. As speculated, the game's original developer, Neversoft, will not develop the game.

Despite the developer change, Dreamcast enhancements are planned; the most notable changes will be made to the graphics (to take full advantage of DC), and the addition of a four-player split-screen mode. *Tony Hawk's Pro Skater* won't hit Dreamcast until Q2 2000.

Banjo-Tooie Back on Track

In last month's OS we mentioned that the 'Rare bear' we all know and love might just be seeing a Dolphin sequel instead of a N64 launch. Well, kids we were wrong—sort of—Banjo will in fact be making his second appearance on the aging Nintendo 64 this summer; but don't be shocked if a Dolphin three-quel pops up sometime in 2001.

Banjo-Tooie, the N64 title's tentative title, is far into development and from the screens we've seen you'd understand why it might have been confused as a next gen title—the game looks incredible! Check out this month's N64 coming soon to see what we mean.

Video Games Killed the Movie Star...

Hot video game licenses seem to be all the rage in Hollywood currently and from the current list of games-into-movies currently in planning stages or production it looks like 2001 will be the year of the video games star.

The first digital star expected to make the crossover in the new millennium will be the always-loveable Lara Croft, whose movie career has been in limbo lately thanks to a too-*Raiders-of-the-Lost-Ark* script, but we've heard from a reliable source that it's finally been given the green and will start shooting this spring. Of course now the question is "Who is Lara Croft?" More on that next month!

Another big-video-game-turned-film project that has been the talk of the town is the much-delayed *Resident Evil* film. Capcom of Japan recently rejected the mastermind behind the original zombie flick *Night of the Living Dead*'s script for straying to far from the franchises storyline. But there's good news folks—an all-new scenario created by Japanese developer Flagship (writers of the first two *RE* games) has been rumored to be approved and ready to go.

Sega Doggy Dog?

Trick please. Will the worlds of hardcore video gaming and hardcore gangsta rap collide in the near future? We all know that Snoop Doggy Dogg enjoys the occasional video game with his peeps, but sources say that he's ready to represent for gamers all across the world. Snoop recently approached Sega of America about getting into the gaming scene, although his intentions aren't entirely clear. Would the rapper endorse his own video game, possibly starring him and Dre hitting them corners in their lo-los? Or could the businessman side of the Doggfather want to invest in an industry where you not only can have fun, but make some serious cash-money-dolla-dolla-bills, yo. This much is certain, however. If Snoop Dogg does get his own game, you can count on it earning an "M" rating.

Next Nintendo 64 Star Wars Game a Bust?

Last year, Nintendo of America announced that it scored a two-game *Episode I* licensing deal with LucasArts. The first fruits of that deal? *Star Wars: Episode I Racer*, a moderately successful title that cooled off quickly. (So quickly, that Nintendo has slashed the price of the cart and the Nintendo 64 bundle.) Well, where's that second game? Sources at LucasArts say that the second game has a very shaky future, but if it does come out, it will likely be based on the starship battle toward the end of the film. (Remember, the one that Anakin so needlessly narrated for us, as it was happening? "I'm spinning!" We see that, Jake. Film is a visual medium...) The Nintendo 64 could use a good space blaster, of course, but wouldn't you prefer the sequel to *StarFox*? Or at least something more inventive than a game based on a six-minute film sequence?

New Shinobi Game to Debut at Tokyo Game Show?

Sega of Japan just keeps on trucking, despite the Dreamcast's lukewarm reception in the Land of the Rising Sun. (Hopefully, *Shen Mue* will do something to change all that. God knows *Godzilla: Maximum Impact* sure isn't going to make the registers jingle with yen.) Continuing their trend of capitalizing on successful past franchises, Sega has announced that they will debut a new DC game based on an existing character at the Spring Tokyo Game Show. All signs point to *Shinobi*, but who knows? Sega has a massive history to build from. As cool as *Shinobi* might be, who would turn down a surprise appearance from Wonder Boy or Alex Kidd?

Daytona 2 for Dreamcast a Go

Sega hasn't announced it quite yet, but you can bet that next paycheck (your paycheck, not mine) on the fact that *Daytona 2* is going to hit your Dreamcast in Summer 2000. Who will handle the translation? Some sources say Genki, the team responsible for *Virtua Fighter 3tb*. Regardless, if whoever works the translation can give us 60 fps, seamless graphics, and the ability to powerslide, consider us happy GameFans.

It's a Poke-World After All...

Look out, Disney; a new rodent is about to open a theme park of its own. Nintendo's man in charge, Hiroshi Yamauchi, recently told a Japanese news publication that Nintendo is planning on building a Pokemon amusement park right in the heart of Kyoto, Japan--Nintendo's Japanese headquarters.

While in no way official, GameFan has acquired a preliminary list of rides and attractions that will be featured in the park. And because we want to bring you, our loyal readers, the most up-to-date information available, here it is:

- **Jigglypuffs of the Caribbean**
  Yo ho, yo ho, a Jiggly song for me. Daring park-goers will get the chance to ride on a boat through a sea of poorly-made animatronic Jigglypuffs. A cheesy, yet somehow hypnotic, Japanese pop song will bring all of the cute round, pink creatures together in chorus.

- **Pikachu's Toon Mall**
  Can't find the latest Pikachu toys at your local mall? No worries, mate, Pikachu's Toon Mall has you covered. Not only will you be able to visit a life-like representation of Pikachu's cartoon homeland, you will also be able to purchase virtually anything Pikachu-related. Think of it as a pawnshop of Poke-related goods.

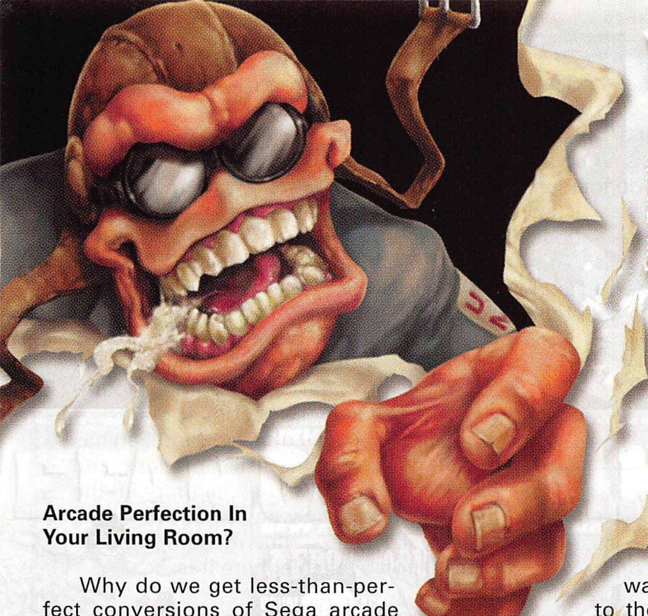
- **Mew's Haunted Cathouse**
  I think the title of this ride says it all. Is there anything scarier than animatronic ghost cats getting it on? I think I'll leave this one alone.

The park's opening date is still in question, but don't be surprised to see this theme park to end all theme parks open sometime in the year 2001. You know I'll be there—Pika-ears and all!

NES Games on the 64DD?

An interview with Masanori Tanaka, president of Randnet's board of directors, revealed that the company is prepping a download service that will allow 64DD owners to download classic NES games. The emulator is finished, and as soon as licensing deals are forged, the service will begin. The average price per download will be the equivalent of one dollar.

Well, now that we know an emulator is up and running, how about releasing a cart full of classic gaming goodies for Nintendo 64 in America? I'd gladly pay twenty-five bones for a cart with the original Metroid, Kid Icarus and a host of other NES classics... wouldn't you?



THE POSTMEISTER

Write to me, I'm running for president!!!
The Postmeister
6301 DeSoto Avenue Suite E
Woodland Hills, CA 91367

Arcade Perfection In Your Living Room?

Why do we get less-than-perfect conversions of Sega arcade titles such as *Sega Rally 2*, *VF3TB* and *Virtua On 2*? I've read that the Dreamcast is virtually identical to the NAOMI board. And has Sega announced any plans for a Dreamcast version of *Daytona 2*, *Super GT*, *Indy 500* and the Jurassic Park gun game? Why are they delaying?

Thanks, Posty.

Kiet Pham
Via the Internet

Sega's not lying, either! The Dreamcast is nearly identical to the NAOMI board; unfortunately, the games you've listed didn't run on the NAOMI hardware, they're all Model 3, and in some cases, Model 3-Step 2 arcade titles. That makes ports a little trickier, because Sega doesn't have the luxury of "quick and nasty" code swapping. Model 3 games have to be massaged. They need to be finessed. They're a fickle mistress, and they need a lot of love and attention before developers can get them spit-shined and ready to go on the Dreamcast. Even the closest Dreamcast ports have slight differences, but as you can tell from this month's Viewpoint scores, the gang here at GameFan thinks Sega buttered VOOT *up real good for the DC.*

As for the other games you're looking forward to, I can tell you that one of my Postal spies risked life and limb to return with the news that Daytona 2 *is, in fact, on its way to the Dreamcast. Unfortunately, he couldn't obtain the release date or any other details without causing unwanted damage to his chiseled, rippled, shredded and jacked Postmeister-like frame. They're not real big on spies over there in the Land of the Rising Sun, and even though I'm sure a fully trained Postal agent could handle any run-of-the-mill Japanese assassin, it's best not to tempt the gaming fates! So, chalk up one more Model 3 port for the Dreamcast that will likely be "less-than-perfect." If a polygon is missing here or there, I won't sweat the technique—just make sure I get a rolling start!*

The Slow, Painful Death of Arcades

Well, Postmeister, I was greatly dismayed this weekend at what I discovered, and I seem to feel that ranting at you will calm my anger. This past Saturday night, I was quite excited to pay a visit to the new Sega GameWorks in Irvine, CA... after all, it is a Sega GameWorks, and Sega has always put out the most interesting and creative arcade games (I almost p____d myself when I saw that holographic time traveler as a ten-year-old). Anyway, I arrived, put $10 on a card, and quickly began my search for the elusive and magical *VOOT.* [Yet] Sega doesn't have the greatest sequel they've ever made in their own arcade!!! I am an aspiring *VOOT* player, and was anticipating playing others who knew how to pull off the more advanced stuff—after all, this is Sega's arcade, it's not like it would be difficult for them to get it. So, I spent the night griping and playing *Crazy Taxi* and *Tekken Tag Tournament.* I guess it's back to the nickel arcade for *VOOT*; it's only 15 cents, and occasionally an eight-year-old might put down his Pokemon cards to play against me, but even that's a rarity.

Josh
Via the Internet

My friend and fellow conscript, welcome to the nightmare that is our daily lives. Arcade gaming, much to Dango and ECM's utter and complete dismay, is going the way of Patrick Stewart's hairline. Back, way back... going, going, and it's gone! Instead, what we are treated to are trendy gin joints like Dave & Buster's, or GameWorks, which attract a hip crowd of twenty-somethings who're more interested in looking good, styling and profiling for their dates than playing against hard-core gaming competition. As my close, personal friend Billy Crystal used to say, "It's better to look good than to feel good..." But then, of course, I'd slap him silly and remind him of how bad My Giant was!

However, it's definitely a shock to walk into an arcade and find that "Vertical Reality" and a bunch of gimmick machines have replaced the sweet arcade cabinets that keep you coming back for more. And, yes, even though the game was never released in the United States, it seems a simple matter for Sega to bring VOOT *(and others like it) into GameWorks arcades, that a wider variety of players might experience this masterpiece. Alas, it's not to be; the arcade warrior (read: Dangohead) of yesteryear is a dying breed, and his natural habitat is being bulldozed in favor of strip malls and Gen-X drink houses.*

Luckily, you can now saunter on down to the local import shop, grab a copy of VOOT *with the twin sticks for your import Dreamcast and achieve the identical game play experience at home! If we get real lucky, Sega (or a third party) will have the wisdom and foresight to deliver an online playable version of the game for American players, and then you shall have all the competition you desire!*

The Evolution of Console Gaming

Dear Posty,

I was thinking just the other day about the possibility that video games are doomed by their own design. How much better can graphics look? Leaps in technology are becoming more and more like baby steps. What I mean is that while graphical leaps from 8 to 16 bits were vast, and from 16 to 32 bits were pretty big, we will reach a point where it won't look all that much better in the next generation of consoles. That means that the common everyday gamer won't want to spend the money for newer consoles. Do you, the great Posty, see any other way games could evolve or consoles could improve?

Randy Scholtz
Via the Internet

You're absolutely right, Rand-Fu, game systems have become so advanced that our feeble little television sets are ill-equipped to contain their pulsating graphical might! For that reason, Sega has released a little peripheral for the Dreamcast called the VGA box, and trust me when I tell you this: If you haven't seen a game that supports this feature playing on a PC monitor, you haven't lived. Crisp, vibrant, insane levels of detail upon which your ocular cavities have never feasted can be had at a fraction of the cost of a full-blown gaming PC. But the problem remains: televisions were not designed to handle this insane level of detail.

Which is why HDTV is the future, and is where the next big leap in home console gaming will take place. As soon as most of the main television providers are broadcasting in HDTV, and the prices of high-definition television sets come down a bit so that people can buy them, I would bet my entire supply of frozen tater tots (and them's a lot of tots) that console manufacturers will be working hard toward HDTV support. It's going to take a lot of horsepower, and probably a

lot of time... but if you head down to the local video store and watch a high-definition television set in action, I think you'll have a pretty clear picture (pun intended) of home gaming's future!

Developers: Support The Hearing Impaired!

Ever since I was a three-year-old (one of the youngest players to own an Atari 5200, thanks to my father), things were good. The video game industry was flourishing, becoming a bigger and more demanding industry as each day passed. But at this very moment, I am upset with it. The reason? I am deaf. I can't understand most CD-based games without subtitles. Imagine my chagrin when trying out the *Resident Evil* series (I didn't buy, or even play, *Resident Evil 3: Nemesis* because of this).

It really sucks sitting here, not being able to fully understand the game or know for sure what to do. At many points, I become uncertain as to how I should advance through the game. Strangely enough, I've been getting by so far. But now I see the huge growth of this behemoth known as just "video games" coming towards Earth, games are going to be flying past us at light speed, and I want to understand all of them. Can you **please** put this in print for all of us deaf gamers? And if Sony, Sega, and Nintendo are reading this mail, please make it a policy that video games with voice-overs *must* be subtitled!

Take care, Posty, and keep it up!

Mikey Miller
Via the Internet

Millions of import gamers who don't understand a word of Japanese feel your pain, my friend! There's just nothing quite as frustrating to a gaijin gaming enthusiast than picking up a new action/adventure game on import for their favorite system and finding that they can't understand any of the goings-on because of the language barrier. I imagine it's much the same for deaf gamers, who are just as interested in enjoying a quality game play experience but are hindered by voice-over-only cut-scenes.

Many games offer the option of turning subtitles off and on, but nowhere near all of 'em... and it's a serious problem that game developers need to address, no doubt about it. Because it is my way, I will release your plea into the formless void, and drifting upon the winds of the maelstrom, may it reach the eyes of every industry pundit, programmer and publicist. Let's get it done, folks... subtitling ain't that hard!



Looks like Jen Seng's met Cerberus in one of his "morning after" moods when he takes his aggressions out on whatever game characters (or GameFan editors) happen to be nearby. He's like ECM on those days... Thanks, Jen, and please, keep 'em coming!

Nintendo Finally Abandons Cartridges

I've read that Nintendo is at it again. What do I mean, you say? Well, it looks like our boys at Nintendo have decided that the "Dolphin" system isn't going to play DVD movies in the States... which is fine since I own a DVD player. My question is: What technology are the games going to be based on? Is it going to be the dreaded cartridge format, a proprietary format of some kind, or (really the only choice) DVD?!

Carlos Dominguez
Via the Internet

It was a long, long time coming... but Nintendo has finally stepped into the modern era and announced that games for their upcoming Dolphin console will be published on DVDs, featuring a custom encoding process designed to prevent piracy. They haven't yet decided whether or not they'll allow hard-core fans to watch movie DVDs on the Dolphin, though. Nintendo has always considered their game systems to be high-tech "toys," and the company seems a tad uncomfortable leaping headfirst into the "game console-as-audio/video component" world that Sony has been moving the industry toward.

*My gut tells me that Nintendo will decide to go the competitive route and allow owners of their spankin' new system to play their movies without jumping through too many hoops... but my gut has also been known to tell me that I shouldn't eat excessive amounts of Vienna Sausages, and we know what a blatant falsehood **that** is!*

This Is A Paid Advertisement...

Posty,
I was wondering what the protocol was with games and advertising. I am under the impression that game makers have to pay to get name brand items into their games, which doesn't make sense, because they are advertising the product. Please give any info you can.

Jesse Corns
Via the Internet

I say thee, nay! Most of the time, it's just the opposite. In film and television, as in games, sponsors often pay the producers (developers) to feature their products in prominent on-screen locations. Every time you watch a show or take in a movie, and you see a container of your favorite frosty beverage or nutrient-deficient snack product, there was an advertising executive giddy as a schoolgirl to get his/her company's brand name in front of an audience. Watch a few soap operas (anything for the sake of research) and you'll see products disguised with bogus names, all to protect the innocent (and avoid getting sued).

For games, shows and movies that need a little extra "boost" in their budget, this kind of product placement can really help smooth things over. Next time you see your favorite hero knocking back a brand-name cold one, remember...he's been bought and paid for by advertising!

Till next month...

GAME CAVE

Place your order on our TOLL FREE ORDER LINE

1-888-GAME-CAVE

• PlayStation 2 • PlayStation 2 • PlayStation 2 • PlayStation 2 •



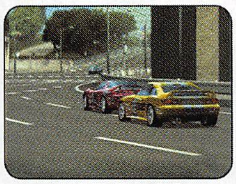
GP 500
Import PS2



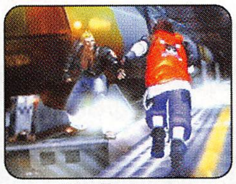
Street Fighter EX3
Import PS2



Tekken Tag Tournament
Import PS2



Ridge Racer 5
Import PS2



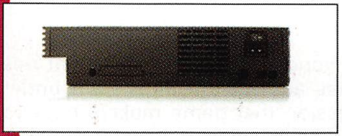
The Bouncer
Import PS2

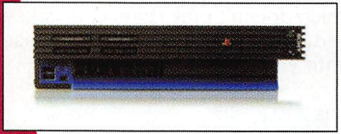


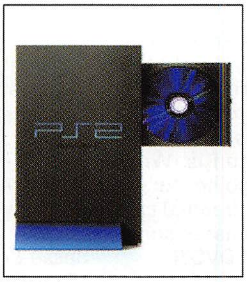
Oddworld: Munch's Oddysee
Import PS2

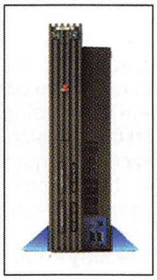


Call or visit gamecave.com for details









PS2

Upcoming Import Releases

- 1 on 1 Government
- 3D Golf
- 3D Real Drive
- 500 GP
- American Arcade
- Armored Core 2
- A-Train 6
- Baki the Grappler
- BBD 2000
- Billiards Master 2
- Bio Hazard Series
- Bloody Roar 3
- Boku To Maoh (The King And I)
- Bomberman 2001
- Bust a Move 3
- Choroq HG
- Cool Boarders
- Dark Cloud
- Densen
- Densha De Go
- Drum Mania
- Eternal Ring
- Evergrace
- EX Billiard
- Exotica
- F-1
- Fantavision
- Fighting Illusion K-1 Grand Prix
- Fighting QTS
- Fly High
- FX Pilot
- Golf Paradise
- Gradius 3 & 4
- Gran Turismo 2000
- Grappler Baki
- I.Q. Remix
- Jikkyou Powerful Pro Baseball 7
- Jikkyou World Soccer 2000
- Kessen
- Kunai
- Lake Masters EX
- L'Arc-En-Ciel
- Mobile Suit Gundam
- New Ridge Racer
- Oni Musha
- Panic Surfing
- Perfect Golf 3
- Popolocrois 3
- Primal Image
- Ridge Racer 5
- Roadster Trophy 2000
- Robocop
- SD Hiryuu No Ken "Zlov"
- Shanghai 5
- Shin Sankoku Musou
- Sky Surfer
- Soldnerschild 2
- Sonnette
- Soul Surfing
- Splash Dive
- Star Ocean 3
- Street Fighter EX 3
- Tekken Tag Tournament
- The Bouncer
- Tuning Car Race Game
- Unison
- Wild Wild Racing
- World Neverland 3
- WRC
- Xfire Cross Fire

Video Game System Packages



Get a **PlayStation System** w/ **Tomb Raider: The Last Revelation** & **1 Pelican 1 Meg Memory Card** for only

$134.99

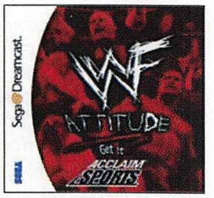


Get a **NeoGeo Pocket System** (your choice of color) w/ **Metal Slug 1st Mission** for only

$89.99







Get a **Dreamcast System** w/ **WWF Attitude** & **1 Pelican 4X Genuine Memory Card** for only

$259.99

Visit Our Site Online Ordering - Reviews - Previews - Pictures - Movies - Codes

www.gamecave.com

For questions call us on our INFORMATION LINE

1-626-930-1300

GAME CAVE

U.S. PlayStation

All Star Tennis 99	$30.99	Jeff Gordon XS Racing	$34.99
Army Men Sarge's Heroes	$35.99	Jeremy McGrath Supercross 2000	$36.99
Baldur's Gate	$40.99	Men in Black	$34.99
Beast Wars	$34.99	MK Special Forces	$34.99
Brunswick Circuit Pro Bowling 2	Call	NASCAR Rumble	$36.99
Caesars Palace 2000	$32.99	Need for Speed 5	$36.99
Carmageddon	$32.99	Nightmare Creatures 2	$34.99
Carnivale	$34.99	Paper Boy	$34.99
Championship Bass	Call	Ralley Racing	$34.99
Crusaders of Might & Magic	$35.99	Reel Fishing 2	$38.99
Darkstone	$34.99	Roadster Trophy	$32.99
Deception 3	$37.99	Rock the Rink	Call
Disney World Racing	$34.99	Rugby 2000	$33.99
Eagle One: Harrier Attack	$34.99	Saboteur	$34.99
Earthworm Jim	$34.99	SaGa Frontier 2	$34.99
ECW: Hardcore Revolution	$36.99	Shao Lin	$36.99
ESPN Major League Soccer	$34.99	Silent Hill	$17.99
Eternal Eyes	$34.99	Sim Theme Park	$33.99
Extreme Hockey: Rock the Rink	$33.99	Special Ops	$34.99
Fear Effect	$34.99	Street Sk8er 2	$33.99
Flinstones Bowling	$34.99	Striker Pro 2000	Call
Frormula One Championship	$36.99	Superbike 2000	$36.99
Galerians	$37.99	Test Drive Cycles	Call
Gauntlet Legends	$34.99	Triple Play 2001	$36.99
Gekido	$34.99	Ultimate Bass Challenge	$33.99
Hydrothunder	Call	Urban Chaos	$34.99
International Rally	$34.99	Wild Wild West	$34.99
Iron Soldier 3	$34.99	WWF Smackdown!	$36.99
Jackie Chan	$34.99		



ECW Hardcore **$36.99** — Fear Effect **$34.99** — Street Sk8er 2 **$33.99**

U.S. Dreamcast

4 Wheel Thunder	$40.99	Jimmy White's Cue Ball	Call
Caesars Palace 2000	$42.99	Legacy of Kain: Soul Reaver	$39.99
Dark Angel: Vampire Apocalypse	$49.99	MDK2	$37.99
Dead or Alive 2	$38.99	Nightmare Creatures 2	Call
Deep Fighter	$43.99	Off Road	Call
Draconous: Cult of the Wyrm	$40.99	Rayman 2	$45.99
ECW: Hardcore Revolution	$43.99	Roadster Trophy	$39.99
ESPN Baseball Tonight	$39.99	Striker Pro 2000	$43.99
ESPN NBA 2 Night	$39.99	Tomb Raider: The Last Revelation	$42.99
GTA 2	Call	Toy Story 2	$39.99
Hidden & Dangerous	$43.99	Wild Metal Country	$49.99
Jeremy McGrath Supercross 2000	$43.99		

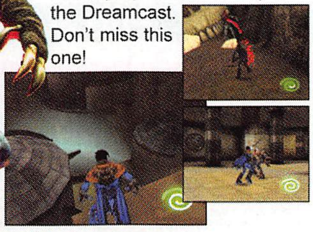


Dead or Alive 2 **$38.99** — MDK 2 **$37.99** — Draconus **$40.99**



Legacy of Kain: Soul Reaver

The legacy makes it's way to the Dreamcast. Don't miss this one!



$39.99 U.S. DC

U.S. Nintendo 64

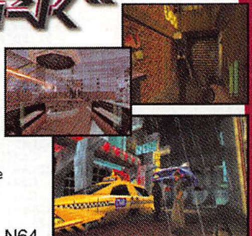
40 Winks	$45.99	NBA in the Zone 2000	$43.99
Battlezone 2	Call	NHL Blades of Steel 2000	$43.99
Big Mountain	$45.99	Perfect Dark	$57.99
Carmagedon	$45.99	PGA European Tour	Call
Carnivale64	Call	South Park Rally	$45.99
Cyber Tiger	$46.99	Starcraft 64	$47.99
Fighter Destiny 2	$45.99	Tony Hawks Pro Skater	$45.99
Hydrothunder	Call	Top Gear Hyperbike	$45.99
International Track & Field 2000	$43.99	World League Soccer 2000	$45.99
Jeremy McGrath Supercross 2000	$45.99	Worms Armageddon	$40.99
MK Special Forces	$43.99		



Hydrothunder **Call** — MK Special Forces **$43.99** — Worms Armageddon **$40.99**

Perfect Dark

Running on the celebrated GoldenEye engine and undergoing development at the hands of the very same team responsible for that high-tension classic, Perfect Dark ups the ante on its predecessor in virtually every department. The story is far more ambitious, the objectives more rigorous, the gadgetry more ingenious and the enemies more vicious.



$57.99 U.S. N64



SaGa Frontier 2

Assume the role of Gustave XIII, a young prince who's been exiled from his homeland due to his inability to conjure magic. Set in a world where magic rules over all, SaGa Frontier 2 blends beautiful graphics with an epic storyline to deliver a truly unique experience.

U.S. PSX **$34.99**



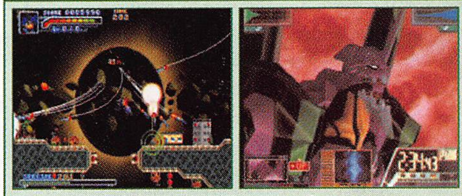
Import Dreamcast

Aero Dancing Todoroki's HD	$54.99	Langrisser Millenium	$54.99
All Japan Pro Wrestling 2	$54.99	Lune Caster	$54.99
Baldur's Gate	$54.99	Mercurius Pretty	$54.99
Bangaio	$54.99	Metal Max 3	$54.99
Berserk	$54.99	New Japan Pro Wrestling 4	$54.99
Black Matrix AD	$54.99	Panzer Front	$54.99
Carrier	$54.99	Rainbow Cotton	$54.99
Dancing Blade Complete	$48.99	Revive	$54.99
Death Crimson 2	$54.99	Space Channel 5	$54.99
Ecco the Dolphin	$54.99	Space Griffon Hamlet	$54.99
Elemental Gimmick Gear	$49.99	Speed Devil	$54.99
Eternal Arcadia	$54.99	Star Gladiator 2	$54.99
F-1 World Grand Prix	$54.99	Street Fighter 3 Dbl. Impact	$54.99
Geist Force	$54.99	Street Fighter 3 Impact W	$54.99
Giga Wing	$54.99	Super Producers	$54.99
Grandia 2	$54.99	Super Runabout	$54.99
Gundam SS 0079	$54.99	Undercover AD 2025	$54.99
Hiyruu No Ken Retsuden	$54.99	Virtua On	$54.99
Jo Jo Adventure	$54.99	Zombie Revenge	$58.99



Crazy Taxi **$59.99** — Ecco the Dolphin **$54.99** — Berserk **$54.99**

Import Nintendo 64



Bangaio **$69.99** — Evangelion **$79.99**

Import PlayStation

Beast Wars Metals	$54.99	Gaia Master	$58.99
Bio Hazard Gun Survivor	$58.99	Gran Turismo 2	$58.99
Brightis	$58.99	Grandia	$54.99
Chocobo Stallion	$58.99	Harlem Beat	$58.99
Countdown Vampires	$58.99	Koudelka	$58.99
Dark Tales From the Lost Soul	$58.99	Legend Of Mana	$58.99
DDRevo Append Club Ver. 1	$38.99	Macross Remember Love	$58.99
Devilman	$58.99	Macross VFX	$38.99
Dewprism	$58.99	Macross VFX 2	$54.99
Dragonball Z Legends	$37.99	Panzer Front	$54.99
Dragonball Z U22	$37.99	Patlabor the Game	$54.99
Dragon Quest 7	$58.99	Psychic Force 2	$54.99
Dragonball Final Bout	$37.99	Rival Schools 2	$58.99
Exciting Bass 2	$58.99	Rockman 4 Special	$38.99
Fatal Fury Wild Ambition	$48.99	Rockman 5 Special	$38.99
Final Fantasy Collections	$54.99	Sokaigi	$63.99
Fire Pro Wrestling G	$58.99	Star Ixiom	$49.99
Front Mission 3	$58.99	Valkyrie Profile	$54.99



Street Fighter EX2 **$59.99** — Parasite Eve 2 **$59.99** — Vagrant Story **$59.99**

Import Saturn



Vampire Savior **$49.99** — Radiant Silvergun **$59.99** — Burning Rangers **$29.99**

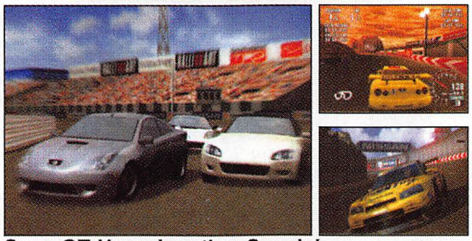
Dragon Quest VII



The #1 most anticipated RPG in Japan, Dragon Quest 7, has arrived. Over 3½ years in the making.

$34.99 Import PSX

Sega GT Homologation Special



Sega GT Homologation Special

Sega's answer to Gran Turismo, Sega GT promises ultra realistic racing and the most unbeliveable graphics you've ever seen in a racer!

Import DC **$59.99**

Dungeons & Dragons Collection



Two great D&D titles, Towers of Doom & Shadow Over Mystaria, come home to the 2D machine in wholesome arcade quality goodness. No preservatives added!

$42.99 Import SS

Visit Our Site ▶▶▶ www.gamecave.com

GAME CAVE

Place your order on our TOLL FREE ORDER LINE

1-888-GAME-CAVE



Available Colors
- Clear Purple
- Clear
- Green
- Yellow

$69.99

U.S. systems also available. Visit our web site at **www.gamecave.com** or call for available colors.

Import Game Boy Color System
These import versions of the world's most popular hand held system will play Japanese **AND** American games. With hundreds of games to choose from and at a price like this, now there's no reason not to own one.



$69.99

Available Colors
- Anthracite
- Blue
- Clear
- Ocean Blue
- Platinum Silver
- Stone Blue

NeoGeo Pocket Color System
NeoGeo Pocket Color's 16 bit CPU generates unbelievable graphics and superior game play. Loads of awesome games to challenge and entertain everyone of all ages. Pack your Pocket for infinite fun to take anywhere. Get Pocket Power!

Available Colors
- Frozen Mint
- Sherbert Melon
- Skeleton Black
- Skeleton Green
- Soda Blue



$49.99

WonderSwan System
Squaresoft, Namco, Konami, Bandai... They're all here. You know if the big boys have signed on that this baby rocks. Ghouls and Ghosts, Evangelion, Beatmania, Klonoa, just to name a few... WEEEEE!

• Portables • Portables • Portables • Portables • Portables •

Game Boy Color

AMF Bowling	$18.99	Mummin	$23.99
Army Men	$23.99	NBA in the Zone 2000	$23.99
Batman	$24.99	NBA Live 2000	$24.99
Battletanx	$23.99	NBA Showtime	$24.99
Bubble Bobble	$23.99	NHL Blades of Steel 2000	$21.99
Bugs Bunny 4	$24.99	Paper Boy	$23.99
Carmageddon	$23.99	Polaris Snow Cross 2000	$25.99
Carnivale	$22.99	Pro Darts	$18.99
Casper	$23.99	Rainbow Six	$23.99
Dark Angel: Anna's Quest	$23.99	Ralley Racing	$21.99
Darts	$18.99	Rayman 2	$23.99
F1 World Grand Prix 2	$21.99	San Francisco Rush	$23.99
Frisbee Golf	Call	Shamus	$18.99
International Rally	$23.99	Super Robot Golf	$24.99
Jack Nicklaus Golf	Call	Thrasher: Skate & Destroy	$23.99
Jimmy White's Cue Ball	Call	Tomb Raider	$23.99
LUFA	$24.99	Top Gear Pocket 2	$24.99
M/R Battle Card	$23.99	Towers: Lord Baniff's Revenge	$22.99
Magical Drop	$23.99	Triple Play 2001	$24.99
Metal Gear	$23.99	Vegas Games	$23.99
Microsoft Entertainment Pak	$23.99	VR Powerboat	$18.99
Microsoft Puzzle	$23.99	WCW Mayhem	$25.99
Millennium Winter Sports	$21.99	Wicked Surfing	$23.99
MLB 2	$24.99	Xena	$23.99

NeoGeo Pocket

Baseball Stars	$27.99	Metal Slug 2nd Mission (Import)	$39.99
Beat Busters (Import)	$39.99	Neo Cherry Master	$28.99
Biomotor Unitron	$31.99	Neo Mystery Bonus	$28.99
Bust-A-Move	$27.99	Neo Turf Masters	$31.99
Crush Roller	$23.99	Pac-Man	$26.99
Digital Primate (Import)	$39.99	Puyo Pop	$27.99
Dragon's Wild	$28.99	Puzzle Link	$27.99
Fatal Fury First Contact	$31.99	Rockman Pocket (Import)	$39.99
King of Fighters Adv. (Import)	$39.99	Samurai Shodown 2	$31.99
King of Fighters R2	$31.99	SNK vs. Capcom (Import)	$39.99
Metal Slug 1st Mission	$31.99	Tennis	$26.99

WonderSwan

Beatmania Mini w/ Scratch Pad	$49.99	Langrisser D	$39.99
Chocobo Dungeon	$39.99	Macross World	$39.99
Evangelion	$39.99	MSVS Gundam	$39.99
Ghouls & Ghosts	$39.99	Pocket Fighter	$39.99
Klonoa of the Wind	$39.99	Rockman & Forte	$39.99

Strategy Guides



Centipede	$12.99	NFL 2K	$14.99
Cool Boarders 4	$12.99	Pac-man World 20th Anniversary	$12.99
Crash Team Racing	$12.99	Pokemon Trading Card Game	$14.99
Donkey Kong 64	$14.99	Power Stone	$12.99
Fighting Force 2	$14.99	Rayman 2	$12.99
Final Fantasy 8	$14.99	Ready 2 Rumble: Boxing	$12.99
Gauntlet Legends	$12.99	Resident Evil 3 Nemesis	$14.99
Grand Theft Auto 2	$12.99	Rocket: Robot on Wheels	$12.99
Jet Force Gemini	$12.99	Tomorrow Never Dies	$12.99
Metal Gear Solid: VR Missions	$12.99	Vandal Hearts 2	$14.99
Mortal Kombat Gold	$12.99	Wrestlemania 2000	$12.99
NBA Live 2000	$12.99	Xenogears	$14.99

• Accessories • Accessories • Accessories • Accessories • Accessories •

Dreamcast

InterAct AC Cable	$6.99	Nyko RF Game Switch	$8.99
InterAct Astro Pad	$21.99	Nyko S-Video Cable	$8.99
InterAct AV Cable	$7.99	Pelican Extension Cable	$7.99
InterAct Quantum Fighter Pad	$24.99	Pelican RF Switch	$5.99
InterAct RFU Adapter	$9.99	Pelican S-Video Cable	$6.99
InterAct S-Video Cable	$7.99		

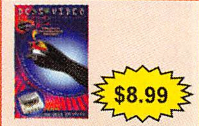

$30.99
InterAct Radius Controller for Dreamcast


$27.99
InterAct Fission Fishing Controller for Dreamcast


$7.99
InterAct Tremor Pak for Dreamcast



$7.99
Pelican Extension Cable for Dreamcast


$8.99
Nyko S-Video Cable for Dreamcast

PlayStation

InterAct AC Cable	$3.99	Nyko Multi-Tap Adapter	$18.99
InterAct MultiPlayer Adpater	$18.99	Nyko Super Cobra Light Gun	$28.99
InterAct RFU Adapter	$7.99	Pelican 72x Memory Car	$33.99
Nyko AV Adapter	$6.99	Pelican Light Gun	$12.99
Nyko Classic Trackball	$29.99	Pelican S-Video Cable	$6.99
Nyko Extender Cable	$7.99	Pelican X-Wing Controller	$7.99


$10.99
Nyko 1 Meg Memory Card for PlayStation


$18.99
Nyko Multi-Tap Adapter for PlayStation


$12.99
Pelican Light Gun for PlayStation


$30.99
Pelican GT2 Racing Wheel for PlayStation


$7.99
Pelican X-Wing Controller for PlayStation

Nintendo 64

InterAct AC Cable	$12.99	Nyko Hyper Alpha 64	$29.99
InterAct Extension Cable	$7.99	Original Controller	$27.99
InterAct Tremor Pack	$6.99	Original Controller Pak	$19.99
Nyko AC Power Adapter	$18.99	Pelican AV Cable	$7.99
Nyko Extender Cable	$4.99	Pelican Memory Card 256K	$7.99
Nyko Game Switch	$5.99	Pelican Super 64 Analog	$21.99

N64 version pictured

$35.99
InterAct DexDrive for Nintendo 64 & PlayStation


$36.99
InterAct GameShark Pro for Nintendo 64


$7.99
Pelican Quake Pak for Nintendo 64


$18.99
Nyko AC Power Adapter for Nintendo 64


$6.99
Nyko Thunder Pak for Nintendo 64

Game Boy Color

InterAct Game Shark	$21.99	Nyko Shock 'n Rock	$19.99
InterAct Mega Memory Card	$24.99	Nyko Worm Light	$8.99
Nyko Pocket Vision	$6.99	Pelican AC Adapter	$5.99
Nyko Power Grip	Call	Pelican Link Cable	$6.99
Nyko Power Pak	$14.99	Pelican Rechargeable Battery	$7.99
Nyko PowerLink	$5.99	Pelican Survival Kit	$24.99


$23.99
InterAct Game Shark Pro for Game Boy Color


$19.99
Nyko Shock 'n Rock for Game Boy Color


$24.99
Pelican Survival Kit for Game Boy Color

2nd Grip not included

$16.99
Pelican Power Grip for Game Boy Color

Game Boy system not included

$6.99
Pelican Light Magnifier for Game Boy Color

Visit Our Site ▷▷▷ Online Ordering - Reviews - Previews - Pictures - Movies - Codes

www.gamecave.com

For questions call us on our INFORMATION LINE

1-626-930-1300

GAME CAVE

Windows

100 Years of Field & Stream	$77.99	MLB ESPN: Sports Center	$15.99
Amen	$45.99	MTV Music Generator	$26.99
Anachronox	$33.99	NHRA Extreme Drag Racing	$18.99
B17 Flying Fortress	$32.99	No Fear Mountain Biking	$26.99
Blaze & Blade	$21.99	Official Formula One Racing 99	$22.99
Breakneck	$21.99	Orient Express	$17.99
Brunswick Pro Pool 3D 2	$18.99	Prince Naseem Boxing	$26.99
Cabelas Big Game Hunter 3 Exp. Pack	$17.99	Pro 18: World Tour Golf	$35.99
Cabela's Grand Slam	$17.99	Pro Pool 3D 2	$13.99
Code Name Eagle	$40.99	Rancho Extreme 4x4	$17.99
Croc 2	$26.99	Reach for the Stars	$33.99
Dagger Extreme Whitewater	$17.99	Rising Sun	$38.99
Dark Reign 2	$38.99	Risk 2	$32.99
Dawn of War	$21.99	Rollcage Extreme	Call
Die Hard Trilogy 2	$23.99	Silent Hunter 2	$40.99
Extreme Drag Racing	$15.99	Skip Barber Racing	$34.99
Fakk 2 Heavy Metal	$45.99	Soldier of Fortune	$44.99
Giants	$44.99	Star Trek Armada	$44.99
Hitman: Codename 47	$32.99	Star Trek Klingon Academy	$44.99
Imperial Conquest	$40.99	Star Trek Voyager	$44.99
KA-52 Team Alligator	$26.99	Star Trek: New Worlds	$44.99
KISS Psycho Circus: The Nightmare Child	$40.99	Star Wars: Force Commander	$37.99
Le Mans	$24.99	Super Hornet F-18	$41.99
Legend of the Blademasters	$34.99	Team Fortress / Half Life Squadron	$42.99
Louisville Slugger / TPS Extreme Softball	$17.99	Tribes Extreme	$35.99
Max Payne	$54.95	Vampire	$44.99
Me2Cam Digital Video Camera w/ Fun Fair	$86.99	Wild Metal	$41.99
Metal Fatigue	$36.99	Wings of Destiny	$37.99
Mission Impossible	$24.99		

DIABLO II

As one of five distinct character types, explore the world of Diablo II, journey across distant lands, fight new villains, discover new treasures and uncover ancient mysteries.

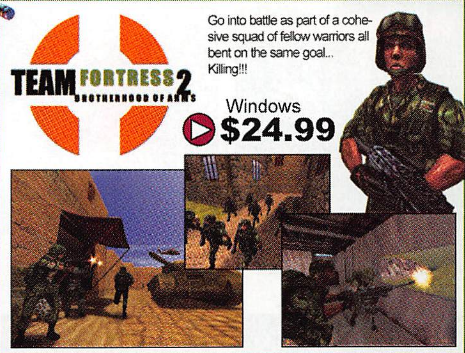
Windows $44.99



TEAM FORTRESS 2 BROTHERHOOD OF ARMS

Go into battle as part of a cohesive squad of fellow warriors all bent on the same goal... Killing!!!

Windows $24.99





DVD Movies

Abyss	$20.99	Fist Of Legend	$17.99	La Collectionneuse	$20.99	Ray M-Prophet Of The Avant-Garde	$17.99
Affair To Remember	$14.99	For All Mankind	$23.99	Little Bit Of Soul	$20.99	Red Shoe Diaries-Girl On A Bike	$17.99
After Shock	$11.99	Frozen	$20.99	Lock Up	$17.99	Red Shoe Diaries-The Game	$17.99
Army Of One	$17.99	Georgia	$17.99	Lonesome Dove	$23.99	Revival Of The Dead	$17.99
Bad Boys 1983	$17.99	Get Real	$17.99	Love Is A Many Splendored Thing	$14.99	Revolutionary Girl Utena-Rose Collection 2	$23.99
Bad Lieutenant	$17.99	Ghost Dad	$10.99	Lured Innocence	$17.99	Sakura Diaries-V01	$14.99
Bandits	$16.99	Girl At The Monceau Bakery/Suzannes Career	$20.99	Martha Argerich & Friends	$20.99	Scooby-Original Mysteries	$14.99
Bats-Special Edition	$14.99	Gray Lady Down	$10.99	Miami Rhapsody	$17.99	Snl-Best Of Chris Rock	$17.99
Bear	$14.99	Grey Owl-Special Edition	$14.99	Mr. Jealousy	$17.99	Snl-Best Of Dana Carvy	$17.99
Best Laid Plans	$20.99	Hamburger Hill	$17.99	Mr. Smith Goes To Washington	$16.99	Star Is Born	$14.99
Best Man	$14.99	Hook	$16.99	Mtv-Unplugged-Ballads	$13.99	Star Trek Original Ser V06	$11.99
Big Squeeze	$17.99	I Love You I Love You Not	$17.99	Mtv-Unplugged-Soul Of R&B	$13.99	Stealth Fighter	$17.99
Birdy	$14.99	If These Walls Could Talk	$11.99	Murder 101	$10.99	Stigmata	$14.99
Born Yesterday	$14.99	In Too Deep	$17.99	Muse	$14.99	Story Of Us	$14.99
Brokedown Palace	$20.99	Indochine	$16.99	My Little Assassin	$13.99	Suburbans	$14.99
Catnapped-Movie	$14.99	Infinity	$17.99	Night Vision	$19.99	Tail Lights Fade	$17.99
Color Of Money	$17.99	Into The Badlands	$10.99	Omega Man	$11.99	Tierra	$20.99
Cry In The Wilderness	$10.99	Jakob The Liar	$16.99	One Hundred & One Nights	$20.99	Tom & Jerry-Greatest Chases	$14.99
Cybernetics Guardian	$14.99	Jesus Of Nazareth	$23.99	One Mans Hero	$14.99	Top Dog	$13.99
Dancemaker	$20.99	Jet Pilot	$10.99	One Mans Justice	$17.99	Total Recall 2070	$17.99
Desert Thunder	$13.99	Joe The King	$17.99	Out Of Africa (Collector'S Ed.)	$17.99	Truman	$11.99
Destroy All Monsters	$14.99	John Belushi Collection	$53.99	Outrageous Fortune	$17.99	Vendetta	$11.99
Directors-Sydney Pollack	$13.99	Johns	$20.99	Permanent Midnight	$17.99	War Lord	$10.99
Dog Of Flanders	$17.99	Joseph/Dreamcoat	$17.99	Poitier S-One Bright Light	$17.99	West New York	$14.99
Double Jeopardy	$17.99	Just Write	$17.99	Pokemon-Charizard	$14.99	When A Man Loves A Woman	$17.99
Drive Me Crazy	$20.99	Key Largo	$14.99	Pokemon-Totally Togepi	$14.99	Whos Harry Crumb	$11.99
Extremely Goofy Movie	$17.99	King Of Masks	$16.99	Random Hearts	$14.99		

• Art Books • Art Books • Art Books • Art Books • Art Books •



Dragonball Z World

Contains a collection of Akira Toriyama's best artwork from Dragonball Z, Dragon Quest and Dr. Slump.

$23.99



Intron Depot 2

Features some great artwork from the Ghost in the Shell artist Masamune Shirow.

$39.99

Evangelion Special Collection

Features tons of great full color, full sized images from the anime series.

$32.99





• Action Figures • Action Figures • Action Figures • Action Figures •



Final Fantasy 8 Guardian Series 2

1. Gilgamesh $24.99
2. Diabolus $24.99
3. Bahamut $24.99
4. Shiva $11.99



FINAL FANTASY VIII Action Figure Series

- Irvine Kinneas $8.99
- Laguna Loire $8.99
- Quistis Trepe $8.99
- Rinoa Heartilly $8.99
- Seifer Almasy $8.99
- Selphie Tilmitt $8.99
- Squall Leonhart $8.99
- Zell Dincht $8.99



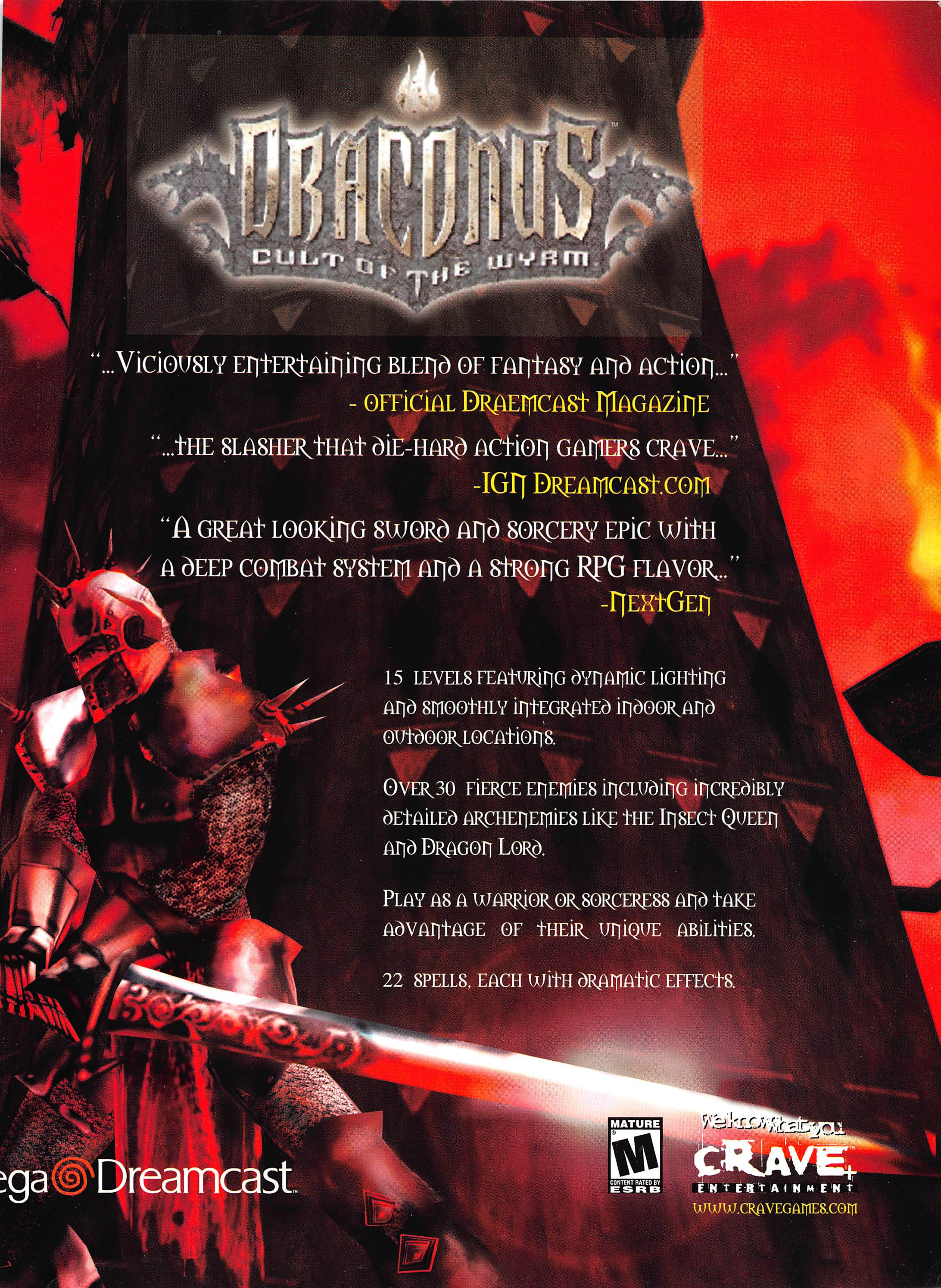
FINAL FANTASY VIII Vinyl Figure Series

1. Selphie
2. Rinoa
3. Seifer
4. Squall

$39.99 ea.

Visit Our Site www.gamecave.com





DRACONUS
CULT OF THE WYRM
"...Viciously entertaining blend of fantasy and action..."
- Official Draemcast Magazine
"...the slasher that die-hard action gamers crave..."
-IGN Dreamcast.com
"A great looking sword and sorcery epic with a deep combat system and a strong RPG flavor..."
-NextGen
15 levels featuring dynamic lighting and smoothly integrated indoor and outdoor locations.
Over 30 fierce enemies including incredibly detailed archenemies like the Insect Queen and Dragon Lord.
Play as a warrior or sorceress and take advantage of their unique abilities.
22 spells, each with dramatic effects.
ega Dreamcast
MATURE
M
CONTENT RATED BY ESRB
CRAVE
ENTERTAINMENT
WWW.CRAVEGAMES.COM


CAPCOM EDGE
TAKE IT TO THE EDGE
ANOTHER CLASSIC FROM THE PEOPLE WHO GAVE YOU TWO OF THE BIGGEST BLOCKBUSTERS EVER!
• THE ARCADE FANTASY FIGHTER FROM THE INCREDIBLE COMIC BOOK SERIES
• CLASSIC JAPANESE, COMIC BOOK STYLE ANIMATION COMBINED WITH CAPCOM'S SIGNATURE GAMEPLAY
RESIDENT EVIL!
DINO CRISIS!
JOJO?
• EXPERIENCE SUPER STORY MODE LOADED WITH MINI-GAMES AND OTHER DANGEROUS QUESTS
• UNLEASH YOUR CHARACTER'S INNER PERSONA IN THE FAMOUS STAND ATTACK
JoJo's BIZARRE ADVENTURE
CAPCOM
PlayStation
CAPCOM
WWW.CAPCOM.COM
TEEN
CONTENT RATED BY ESRB
Animated Violence
Suggestive Themes
Sega Dreamcast
PlayStation